

System 2007

Napoleonic Wargame Rules

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1. Scale

1" = 40 yards

1 Strength Point (SP) = 20 men (10 for artillery)

1 turn = 15 minutes

2. Pieces, Units and Organization

The pieces on the table represent infantry companies, cavalry squadrons, or artillery sections. Each piece is colored to match the historical unit's uniform colors, and has other important information marked on it, such as beginning strength and special attributes, if any. A piece will have anywhere from 3 to 12 strength points (SP), depending on its actual strength at the beginning of the battle. Each SP represents 20 infantry or cavalry men, or 10 artillery men.

Pieces are organized into battalions of between 2 and 10 companies for infantry, for cavalry, regiments of 2-7 squadrons. These are typically grouped into brigades of 2-4 battalions/regiments. Each brigade, division, corps, and army has a Command Element, which represents the commanding officers and their staff.

Pieces are also marked with their historical designations (in their native languages), so we'll have the British 42nd (Black Watch) Highlanders, the Dutch Oranje-Nassau battalion, the French 1ere Lanciers de la Garde Imperial (Polonias), and the Brunwicker 2.Leichte. Abbreviations are often used due to the sizes of the pieces (e.g., 1/42H denotes the 1st battalion, 42nd (Black Watch) Highlanders.

Special attributes of units (infantry only) would be indicated by a contrasting colored dot on the right-hand end of the counter: grenadiers are marked with a red dot, light troops with a yellow dot, and rifles with a black dot. Also marked on the left edge of each piece will be an indicator showing whether it is heavy or light cavalry, or whether infantry fought two-ranks deep or three.

The following table lists the meaning of the rank/type indicators :

<i>Number of Indicators</i>	<i>Ranks/Type</i>
Two	Two-rank infantry or light cavalry
Three	Three-rank infantry or heavy cavalry

The following table lists the meaning of all attribute dots :

<i>Dot Color</i>	<i>Attribute</i>
Red	Grenadiers (elite company of a line battalion)
Yellow	Skirmishers (elite company if from a line battalion)
Yellow/Red	Carabiniers (elite company of a light battalion)
Yellow/Black	Rifle-armed skirmishers
Green	Voltigeurs (elite company of a light battalion)
White	Guards (very elite company)

Artillery sections are represented by three counters: one for the crew, one for the limber, and one for the guns. Not only are the crew pieces colored historically, but the limber and gun pieces are also in the color they were painted historically. In addition, the gun piece will indicate the weight of the gun (6-pounder, 12-pounder, 7-pounder howitzer), and represents two actual artillery pieces.

A small card is used as a roster for each unit to help keep track of SP losses, as well as current morale levels. When enough SP losses are inflicted on a battalion/regiment to equal the SP value of a company/squadron piece, one piece is removed from play.

3. The Initiative Chit

The Initiative Chit helps determine which side will perform a given phase first. Whichever side possesses the Initiative Chit either chooses to perform that phase first, or turns over the Initiative Chit to the other side, and that side performs that phase first. The Initiative Chit may only change sides once per given phase, but may change hands a number of times over the course of a game turn.

4. Sequence Of Play

1. Orders Phase
2. Assault Declaration Phase
3. Movement Phase
4. Reserve Movement/Support Phase
5. Fire Combat Phase
6. Assault Reaction Phase
7. Assault Combat Phase
8. Combat Morale Test Phase
9. Non-Combat Morale Test Phase
10. Regroup/Rally Phase

5. Orders Phase

At the start of each turn, players may change the orders of all units that are in contact with a valid Command Element by placing an order marker beside each unit (face down to conceal the orders from the enemy). A valid Command Element is either the unit's brigade commander, division commander, corps commander, army commander, or an aide de camp (see below). Units not in contact with a valid Command Element must continue to obey existing orders, or the owning player may roll to change through the unit commander's initiative. Artillery and skirmishers do not require Command Elements, and may always change their orders each move. Command Elements themselves (and aides de camp) never need orders themselves.

Order Types

ASSAULT - Unit may not fire, and *must* attempt to assault an enemy unit within assault movement range. Cannot be used by artillery or skirmishers.

FIRE - Unit may fire. It may move up to $\frac{1}{2}$ of its movement rate. It may change formation or facing but may not voluntarily engage in an assault.

MANEUVER - Unit may move or change formation or facing freely, but may not fire or voluntarily engage in an assault. Changing formation or facing costs $\frac{1}{2}$ of a unit's movement rate. Foot artillery may limber or unlimber at the cost of $\frac{1}{2}$ of its movement rate. Horse artillery may limber or unlimber at no cost.

REGROUP - Unit may regain organization and lost morale. It may not move, change formation or facing, nor engage in combat of any sort. Units must be at least 8 inches from the nearest enemy unit in order to voluntarily be given **REGROUP** orders. **REGROUP** orders are often automatically given to units in certain circumstances.

RESERVE - Unit may use reserve movement, but may not fire or engage in combat. Units must be at least 12 inches from the nearest enemy unit in order to be given **RESERVE** orders, and must not move closer than 6 inches from any enemy unit. If an enemy unit moves closer than 6 inches to a unit with **RESERVE** orders, the unit need not move away. Once a unit has left reserve status, it may never return to it.

Aides de Camp

Aides de camp are the staff officers and messengers of the Napoleonic army commanders. Each Command Element above brigade level will have aides de camp for the purpose of transmitting orders to subordinate units and Command Elements.

An aide de camp may serve as a Command Element for a unit, within certain restrictions. An aide de camp is placed on the board in contact with its Command Element, and is provided with an order marker that they attempt to deliver to a particular unit. When the aide de camp arrives at the intended unit, during the next ensuing Orders Phase the new orders will automatically take effect. The aide de camp may return to its Command Element, or may remain with the unit.

Forced Change Of Orders

A unit with **RESERVE** orders loses this state if it takes casualties from small arms fire, is committed in direct support of an assaulted unit, or is itself assaulted. If it is committed as a result of an assault, its state will change to either **FIRE** or **ASSAULT**. If it is assaulted or takes small-arms casualties, its state will change to **MANEUVER**.

A unit with **REGROUP** orders loses this state if it takes casualties from small arms fire, or is assaulted. If it is assaulted or takes small-arms casualties, its state will change to **MANEUVER**.

Any unit that rallies from rout or pursuit will automatically have orders changed to **REGROUP**, as will any unit that evades a pursuit. Any unit that has been in an assault will come out of the assault combat automatically with **REGROUP** orders.

Changes Of Orders with No Valid Command Element Present

Units not in contact with a valid Command Element must continue to obey existing orders, or the owning player may roll to change through the unit commander's initiative. In order to change orders, a player must roll a d10. If the number rolled is less than the current morale level of the unit, the unit must keep its existing order marker. If the number rolled is equal to or higher than the current morale level of the unit, a new order marker may be placed beside the unit. If an aide de camp is present, add one (+1) to the die roll.

6. Assault Declaration Phase

Assaulting units designate the unit they are trying to assault. Both units are indicated, and the assaulters are moved half the distance to the assaulted unit. Units being assaulted have a chance to react in the Assault Reaction Phase and are otherwise prohibited from carrying out their orders in the Movement Phase.

7. Movement Phase

Movement Rates

<i>Formation/Type</i>	<i>Normal</i>	<i>Assault</i>	<i>Reserve</i>
March Column	N/A	N/A	14"+3" RB
Field Column	5"	8"	N/A
Line	4"	6"	N/A
Slow Column	4"	6"	N/A
Slow Line	3"	5"	N/A
Skirmisher	6"	N/A	N/A
Light Cavalry	10"	15"	20"
Heavy Cavalry	8"	12"	16"
Light Artillery	4"	N/A	7"+3" RB
Heavy Artillery	2"	N/A	5"+3" RB
Horse Artillery	7"	N/A	15"+3" RB

+3" RB

Units with **RESERVE** orders may earn a 3" Road Bonus if their entire movement is on a major road.

Formation Changes

Formation changes costs a unit ½ of its movement rate.

Legal formations are:

Formation Type	Formation Requirements/Restrictions	Who May Enter
March Column	One-piece frontage lined up end to end. Facing is to the end with the unit stripe.	Infantry, Cavalry and Artillery
Column of Companies/Squadrons	One-piece wide frontage. Units are stacked two high and placed directly behind the lead company.	Infantry and Cavalry
Column of Divisions	Two-piece wide frontage. Units are stacked two high and placed directly behind the lead companies.	Infantry and Cavalry
Line	One-piece frontage lined up end to end. Facing is to the normal front of the piece. Units are not stacked.	Infantry and Cavalry
Reinforced Line	One-piece frontage lined up end to end. Facing is to the normal front of the piece. Units are stacked two high.	Infantry (2-rank only)
Square	Four pieces placed to form a square. If there are fewer than four pieces, place two pieces back-to-back. Extra pieces are stacked as necessary.	Infantry
Skirmish Order	Each piece separated from other pieces by one-half to twice piece width. 2-rank troops are one-half to full; 3-rank are full to twice. Stacking is not allowed.	Infantry
Town Order	No particular formation. Pieces conform to buildings.	Infantry
Limbered	Limber counter is placed on top of section.	Artillery
Unlimbered	Gun counter is placed on top of section.	Artillery

Units may interpenetrate (pass through each others formations), but if close order (non-skirmisher) troops do this, both units lose one morale level. Skirmishers may always pass through and be passed through without penalty.

Terrain Effects on Movement

Formation/Type	Open Woods	Dense Woods/Swamp	Stream	Wall/Hedge	Sunken Road	Hill Contour
March Column	x1.5	N/A	+2"	+1"	+1"	+1"
Field Column	x1.5	N/A	+2"	+1"	+1"	+1"
Line	x1.5	N/A	+2"	+1"	+1"	+1"
Slow Column	x1.5	N/A	+2"	+1"	+1"	+1"
Slow Line	x1.5	N/A	+2"	+1"	+1"	+1"
Skirmisher	x1.5	x2	+2"	+1"	+1"	+1"
Light Cavalry	x1.5	N/A	+2"	+5" *	+5" *	+3"
Heavy Cavalry	x1.5	N/A	+2"	+4" *	+4" *	+3"
Light Artillery	x2	N/A	+2"	N/A	+2"	+1"
Heavy Artillery	x2	N/A	+2"	N/A	+2"	+1"
Horse Artillery	x2	N/A	+2"	N/A	+3"	+2"

N/A = Not Allowed

* +0" if assaulting

8. Reserve Movement/Support Phase

Units with **RESERVE** orders may move. A **RESERVE** unit which is to be committed to support an assaulted unit must be designated at this stage—even if the assault does not go ahead, they are still committed. Such committed **RESERVE** units may not move during this phase.

9. Fire Combat Phase

Firing (General)

Only troops with **FIRE** orders may fire in the Fire Combat Phase. Up to 2 ranks of infantry may fire. For 2-rank troops, all SPs in a piece are counted. For 3-rank troops, only 2/3 of the SPs in a piece (rounded down) are counted.

Firing Ranges	Short	Medium	Long	
Musket	0-2"	2-4"	4-6"	
Rifle	0-3"	3-6"	6-9"	
Firing Ranges	Canister	Effective	Maximum	Shell
3/4-lbr gun	0-8"	8-14"	14-28"	-
6-lbr gun	0-10"	10-18"	18-30"	-
8/9-lbr gun	0-12"	12-22"	22-32"	-
12-lbr gun	0-14"	14-26"	26-34"	-
7/9-lbr howitzer	0-5"	-	-	9-22"
10-lbr howitzer	0-6"	-	-	9-24"
18-lbr howitzer	0-7"	-	-	9-26"

Infantry (Small Arms) Firing Procedure

The firing player computes the number of SPs firing, rolls 1d6 (modified) and compares the result to the following table:

2-Rank	3-Rank	Medium Range									
SP Firing	SP Firing	<i>(Double losses at Short Range; Halve losses (rounded down) at Long Range)</i>									
Die Roll		<0	0	1	2	3	4	5	6	7	8>
1	2	0	0	0	0	0	0	0	0	0	0
2	3	0	0	0	0	0	1	1	1	1	1
3	5	0	0	0	0	1	1	1	1	1	1
4	6	0	0	0	1	1	1	1	1	2	2
5	8	0	0	1	1	1	1	2	2	2	2
6	9	0	0	1	1	1	2	2	2	2	3
7	11	0	0	1	1	1	2	2	2	3	3
8	12	0	0	1	1	2	2	2	3	3	4
9	14	0	0	1	1	2	2	3	3	4	4
10	15	0	1	1	2	2	3	3	4	4	5
11	17	0	1	1	2	2	3	3	4	4	5
12	18	0	1	1	2	2	3	4	4	5	5
13	20	0	1	1	2	3	3	4	5	5	6
14	21	0	1	1	2	3	4	4	5	6	6
15	23	0	1	2	2	3	4	5	5	6	7
16	24	0	1	2	2	3	4	5	6	6	7
17	26	0	1	2	3	3	4	5	6	7	8
18	27	0	1	2	3	4	5	5	6	7	8
19	29	0	1	2	3	4	5	6	7	8	9
20	30	0	1	2	3	4	5	6	7	8	9
21	32	0	1	2	3	4	5	6	7	8	9

2-Rank	3-Rank	Medium Range									
SP Firing	SP Firing	<i>(Double losses at Short Range; Halve losses (rounded down) at Long Range)</i>									
Die Roll		<0	0	1	2	3	4	5	6	7	8>
22	33	0	1	2	3	4	6	7	8	9	10
23	35	0	1	2	3	5	6	7	8	9	10
24	36	0	1	2	4	5	6	7	8	10	11
25	38	0	1	3	4	5	6	8	9	10	11
26	39	0	1	3	4	5	7	8	9	10	12
27	41	0	1	3	4	5	7	8	9	11	12
28	42	0	1	3	4	6	7	8	10	11	13
29	44	0	1	3	4	6	7	9	10	12	13
30	45	0	2	3	5	6	8	9	11	12	14
31	47	0	2	3	5	6	8	9	11	12	14
32	48	0	2	3	5	6	8	10	11	13	14
33	50	0	2	3	5	7	8	10	12	13	15
34	51	0	2	3	5	7	9	10	12	14	15
35	53	0	2	4	5	7	9	11	12	14	16
36	54	0	2	4	5	7	9	11	13	14	16
37	56	0	2	4	6	7	9	11	13	15	17
38	57	0	2	4	6	8	10	11	13	15	17
39	59	0	2	4	6	8	10	12	14	16	18
40	60	0	2	4	6	8	10	12	14	16	18
41	62	0	2	4	6	8	10	12	14	16	18
42	63	0	2	4	6	8	11	13	15	17	19
43	65	0	2	4	6	9	11	13	15	17	19
44	66	0	2	4	7	9	11	13	15	18	20
45	68	0	2	5	7	9	11	14	16	18	20
46	69	0	2	5	7	9	12	14	16	18	21
47	71	0	2	5	7	9	12	14	16	19	21
48	72	0	2	5	7	10	12	14	17	19	22
49	74	0	2	5	7	10	12	15	17	20	22
50	75	0	3	5	8	10	13	15	18	20	23

Die roll modifiers (cumulative):

If this volley is the firing unit's first fire of the battle:	+1
If the target is in column or square formation, or if the target is in any other formation in enfilade:	+1
If the target is in skirmish formation:	-1
If the firing unit is in skirmish formation:	-1
if the firing unit is Shaken:	-1
Terrain effects:	
Open Woods - Target is in skirmish formation:	-2
Dense Woods - Target is in skirmish formation:	-3
Dense Woods - Target is not in skirmish formation:	-1
Buildings - Target is in buildings:	-4
Fences & Hedges - Target is behind fence or hedge:	-1

Artillery (Ball - Effective Range) Firing Procedure

The firing player rolls 1d6 for each artillery (gun) section firing ball ammunition at targets within the Effective Range band and compares the result to the following tables, in accordance with the following procedure:

1. Count target ranks, up to 6. Note: Target in square formation or fired at in enflade count as 6 ranks.
2. Determine range in inches & select chart. Note: If repeat fire at same target and target moved <1 inch, move down 1 chart per turn.
3. Roll 1d6 and determine SPs lost.
4. Apply casualties to Infantry or Cavalry targets.
5. For artillery targets, roll normal die once for casualty determined in step 3 and look up results in Counter-Battery Casualty Chart.

Effective Ball Casualty Table A
Range over 12 inches

<i>Die Roll:</i>	1	2	3	4	5	6
Ranks						
2	0	1	1	1	2	2
3	1	1	2	2	3	3
4	1	1	2	3	3	4
5	1	2	3	3	4	5
6	1	2	3	4	5	6

Effective Ball Casualty Table C
Adjusted for repeat fire

<i>Die Roll:</i>	1	2	3	4	5	6
Ranks						
2	1	1	2	2	3	3
3	1	2	2	3	4	5
4	1	2	3	4	5	6
5	1	3	4	5	6	8
6	2	3	5	6	8	9

Effective Ball Casualty Table B
Range 12 inches or less

<i>Die Roll:</i>	1	2	3	4	5	6
Ranks						
2	0	1	1	2	2	2
3	1	1	2	2	3	4
4	1	2	2	3	4	5
5	1	2	3	4	5	6
6	1	2	4	5	6	7

Effective Ball Casualty Table D
Adjusted for repeat fire

<i>Die Roll:</i>	1	2	3	4	5	6
Ranks						
2	1	1	2	3	3	4
3	1	2	3	4	5	6
4	1	3	4	5	7	8
5	2	3	5	7	8	10
6	2	4	6	8	10	12

Effective Ball Casualty Table E
Adjusted for repeat fire

<i>Die Roll:</i>	1	2	3	4	5	6
Ranks						
2	1	2	3	4	5	6
3	2	3	5	6	8	9
4	2	4	6	8	10	12
5	3	5	8	10	13	15
6	3	6	9	12	15	18

Artillery (Ball - Maximum Range) Firing Procedure

	<i>Die Roll:</i>	1	2	3	4	5	6
Target: Artillery	SPs Lost	0	0	0	0	0	1
Target: Any other troops	SPs Lost	0	0	0	0	1	1

Artillery (Counter Battery) Firing Procedure

The firing player rolls 1d6 for each SP hit scored against other artillery sections in Ball tables above and compares the result to the following table:

Die Roll:	1	2	3	4	5	6
Guns	0	0	0	0	0	1
Crew SPs	0	0	0	1	1	*
* roll again	1	1	1	2	2	2

Artillery (Shell) Firing Procedure

The firing player rolls 1d6 for each artillery (howitzer) section firing shell ammunition and compares the result to the following table:

Die Roll:	1	2	3	4	5	6
SPs Lost	0	0	1	1	2	2

Artillery (Cannister) Firing Procedure

For each artillery (gun or howitzer) section firing, the firing player measures the range from the firing to the target unit. To determine the range, lay the Cannister Template at the front center of the firing section, and place the template so that the centerline meets the center edge of the nearest counter of the target unit. The template indicates the length and width of the 'beaten zone' where the cannister fire has varying effects on the target.

The template indicates the range band and Hit Rate for the cannister fire, and the maximum range for each size of gun or howitzer section firing. No section may affect a target unit beyond the indicated range on the template.

To determine casualties from cannister fire, count the number of SPs in the target unit that falls within each of the range bands, and compare the result to the following tables:

Range per Canister Template					
	PB	SH	MD	LG	EX
Hit Rate:	95%	55%	25%	10%	5%
SP					
1	1	1	0	0	0
2	2	1	1	0	0
3	3	2	1	0	0
4	4	2	1	0	0
5	5	3	1	1	0
6	6	3	2	1	0
7	7	4	2	1	0
8	8	4	2	1	0
9	9	5	2	1	0
10	10	6	3	1	1
11	10	6	3	1	1
12	11	7	3	1	1
13	12	7	3	1	1
14	13	8	4	1	1
15	14	8	4	2	1
16	15	9	4	2	1
17	16	9	4	2	1
18	17	10	5	2	1
19	18	10	5	2	1
20	19	11	5	2	1
21	20	12	5	2	1
22	21	12	6	2	1
23	22	13	6	2	1

Range per Canister Template					
	PB	SH	MD	LG	EX
Hit Rate:	95%	55%	25%	10%	5%
SP					
24	23	13	6	2	1
25	24	14	6	3	1
26	25	14	7	3	1
27	26	15	7	3	1
28	27	15	7	3	1
29	28	16	7	3	1
30	29	17	8	3	2
31	29	17	8	3	2
32	30	18	8	3	2
33	31	18	8	3	2
34	32	19	9	3	2
35	33	19	9	4	2
36	34	20	9	4	2
37	35	20	9	4	2
38	36	21	10	4	2
39	37	21	10	4	2
40	38	22	10	4	2
41	39	23	10	4	2
42	40	23	11	4	2
43	41	24	11	4	2
44	42	24	11	4	2
45	43	25	11	5	2

10. Assault Reaction Phase

Assault Reaction Procedure

First, test the morale of the target unit. If this is OK, the target unit and any units nearby may react:

1. Units with **FIRE** or committed **RESERVE** orders may fire if within range, or may choose to hold.
2. Units with **MANEUVER** or committed **RESERVE** orders may counter assault if in assault movement range, or may choose to hold. Keep in mind any need to change facing when calculating assault movement range. Units with **MANEUVER** or committed **RESERVE** orders may attempt to evade, or may choose to hold. To evade, turn the unit 180 degrees, and move it a normal move.
3. Units with **REGROUP** orders must hold position. The unit may not change formation or facing.
4. Units with **ASSAULT** orders that are being assaulted themselves *must* counter assault.

It is legal to assault through friendly troops in an assault combat in order to support the assault.

Testing Morale

When called upon to take a morale test, modify the testing unit's current morale level by the appropriate Fear of Impact modifiers below, and find the proper column on the table. Roll 2d6 and cross-index the result with the proper column. If the result is '-' the unit passes its morale test and may react to the assault. If the result is 'S', 'FC', or 'R', see Section 15 for the effects.

Fear of Impact

Die Roll	Current Morale Level									
	3	4	5	6	7	8	9	10	11	12
2	S	FC	R	R	R	R	R	R	R	R
3	-	S	FC	R	R	R	R	R	R	R
4	-	-	S	FC	R	R	R	R	R	R
5	-	-	-	S	FC	R	R	R	R	R
6	-	-	-	-	S	FC	R	R	R	R
7	-	-	-	-	-	S	FC	R	R	R
8	-	-	-	-	-	-	S	FC	R	R
9	-	-	-	-	-	-	-	S	FC	R
10	-	-	-	-	-	-	-	-	S	FC
11	-	-	-	-	-	-	-	-	-	S
12	-	-	-	-	-	-	-	-	-	-

Morale Level Modifiers (cumulative):

Grenadiers are in the unit's rear rank: -1
Unit is in woods or behind hedge: -1
Unit is in buildings or behind wall: -2
Unit is in square being assaulted by cavalry: -2
Supreme Command Element attached to unit: -2
Any other Command Element attached to unit: -1
Unit is assaulted from flank or rear: +2
National characteristics may also apply.

11. Assault Combat Phase

Assault Combat

Once the target unit has reacted, the assaulting unit tests morale. If this test is passed, the assaulting unit moves into contact.

Testing Morale

When called upon to take a morale test, modify the testing unit's current morale level by the appropriate Close to Contact modifiers below, and find the proper column on the table. Roll 2d6 and cross-index the result with the proper column. If the result is '-' the unit passes its morale test and may move into contact and conduct the assault. If the result is 'HE', 'HT', or 'FC', see Section 15 for the effects.

Close to Contact

Dice Roll	Current Morale Level									
	3	4	5	6	7	8	9	10	11	12
2	HE	HT	FC	FC	FC	FC	FC	FC	FC	FC
3	-	HE	HT	FC	FC	FC	FC	FC	FC	FC
4	-	-	HE	HT	FC	FC	FC	FC	FC	FC
5	-	-	-	HE	HT	FC	FC	FC	FC	FC
6	-	-	-	-	HE	HT	FC	FC	FC	FC
7	-	-	-	-	-	HE	HT	FC	FC	FC
8	-	-	-	-	-	-	HE	HT	FC	FC
9	-	-	-	-	-	-	-	HE	HT	FC
10	-	-	-	-	-	-	-	-	HE	HT
11	-	-	-	-	-	-	-	-	-	HE
12	-	-	-	-	-	-	-	-	-	-

Morale Level Modifiers (cumulative):

Grenadiers are in the unit's front rank: -1
Unit is assaulting flank or rear of enemy unit: -2
For every 10% of unit's SP strength lost
in Assault Reaction Phase: +1
Supreme Command Element attached to unit: -2
Any other Command Element attached to unit: -1
National characteristics may also apply.

Assault Combat Procedure

1. Divide units into 4-SP combat groups. Divide defenders into 4-SP groups, then determine how many attacking SPs are in contact with each group. Note that non-lancer cavalry may not assault any unit defending in a sunken road.
2. Determine individual troop values for both sides. Add to the basic Assault Value from the casualty rosters all applicable modifiers (cumulative). Multiply this modified Assault Value by the SPs in the combat group.

Table A	Modified Assault Factor												
SPs	2	3	4	5	6	7	8	9	10	11	12	13	14
1	2	3	4	5	6	7	8	9	10	11	12	13	14
2	4	6	8	10	12	14	16	18	20	22	24	26	28
3	6	9	12	15	18	21	24	27	30	33	36	39	42
4	8	12	16	20	24	28	32	36	40	44	48	52	56
5	10	15	20	25	30	35	40	45	50	55	60	65	70
6	12	18	24	30	36	42	48	54	60	66	72	78	84

Assault impetus (first round of assault only)

Militia infantry: +1
Other infantry: +2
Light cavalry (except lancers) +3
Heavy cavalry and lancers: +4
Lancers in assault combat against infantry: +2
Lancers in assault combat against cavalry
(after first round of assault): -1
Infantry in square formation assault combat

against non-lancer cavalry:	+2
Defending unit in buildings:	+2
Attacking unit assaulting downhill:	+1
Defending unit is uphill:	+1
Defending unit is behind hedge or fence:	+1

3. Add to the number derived from Table A, the rank bonus plus the value of 1d6 to determine the group's total Assault Value.

Rank bonus (per rank behind the front rank): +1, max +6
(2-rank troops count first two as one)

Rank bonus cap for units assaulting buildings: +1

Rank bonus halved for attackers in dense woods, streams or sunken roads.

Rank bonus ignored for defenders in buildings, dense woods, streams or sunken roads.

Lancers assaulting defenders in sunken roads receive no rank bonus.

4. Subtract the lower Assault Value from the higher Assault Value and compare the difference to Table B below to determine relative casualties.

<i>Difference in Assault Values</i>	<i>Winner SP Lost</i>	<i>Loser SP Lost</i>
0-4	1	1
5-8	1	2
9-12	1	3
13-16	0	4
17+	0	5

5. Repeat the above procedure for each 4-SP combat group.

Each time an enemy unit in assault combat routes or is forced back, the unit's current morale is decreased by +1.

12. Combat Morale Test Phase

Testing Morale

When called upon to take a morale test, modify the testing unit's current morale level by the appropriate Casualties through Fire or Casualties through Fire and/or Assault modifiers below, and find the proper column on the table. Roll 2d6 and cross-index the result with the proper column. If the result is '-' the unit passes its morale test and is unaffected by the loss of SPs this turn. If the result is 'HD', 'FB', 'FC', or 'R', see Section 15 for the effects.

Casualties through Fire

<i>Dice Roll</i>	<i>Current Morale Level</i>									
	3	4	5	6	7	8	9	10	11	12
2	HD	FB	FC	FC	FC	FC	FC	R	R	R
3	-	HD	FB	FC	FC	FC	FC	FC	R	R
4	-	-	HD	FB	FC	FC	FC	FC	FC	R
5	-	-	-	HD	FB	FC	FC	FC	FC	FC
6	-	-	-	-	HD	FB	FC	FC	FC	FC
7	-	-	-	-	-	HD	FB	FC	FC	FC
8	-	-	-	-	-	-	HD	FB	FC	FC
9	-	-	-	-	-	-	-	HD	FB	FC
10	-	-	-	-	-	-	-	-	HD	FB
11	-	-	-	-	-	-	-	-	-	HD
12	-	-	-	-	-	-	-	-	-	-

Morale Level Modifiers (cumulative):

Grenadiers are in the unit's rear rank:	-1
Unit is in woods or behind hedge:	-1
Unit is in buildings or behind wall:	-2
Supreme Command Element attached to unit:	-2
Any other Command Element attached to unit:	-1
Unit was fired upon from flank or rear:	+1

$+n$

Casualties through Fire and/or Assault

[illegible]

Morale Level Modifiers (cumulative):

-1

-1

-2

-2

-1

+

 $+2$ $+2$

+ /

13. Non-Combat Morale Test Phase

Testing Morale

When called upon to take a morale test, modify the testing unit's current morale level by the appropriate Fear of Disaster modifiers below, and find the proper column on the table. Roll 2d6 and cross-index the result with the proper column. If the result is '-' the unit passes its morale test and is unaffected by the event that prompted the morale test this turn. If the result is 'HD', 'FB', or 'R', see Section 15 for the effects.

Fear of Disaster

[illegible]

Morale Level Modifiers (cumulative):

Grenadiers are in the unit's rear rank: -1
Unit has never checked morale in this battle: -2
Supreme Command Element attached to unit: -2
Any other Command Element attached to unit: -1
National characteristics may also apply.

14. Regroup/Rally Phase

Each unit with **REGROUP** orders will recover one morale level. Reduce the current morale level by one point, but never less than the unit's initial morale level.

Units that have routed will continue to rout until rallied. A routed unit may attempt to rally every rally phase. In order to rally a unit must exceed its current morale level on a 2d6 roll. If any Command Element is attached to the unit it automatically rallies, but any Command Element that was already attached to the unit when it routed cannot be used to rally it. A rallied unit must be given **REGROUP** orders on the next turn.

15. General Morale Effects

S	Shaken	Any fire this turn will be performed with a -1 penalty to the d6 roll. Unit's current morale is increased by +1.
FC	Forced Back	Unit must withdraw one turn to the rear at assault rate. It must then be issued REGROUP orders, regardless of proximity of valid Command Element. One-fourth of all SPs in assault combat are lost. Artillery treat this as Shaken if testing Fear of Impact. Unit's current morale is increased by +1.
R	Rout	Unit must withdraw one turn to the rear at reserve rate. It must continue to rout until rallied. Once rallied, the unit must be placed under REGROUP orders. One half of all SPs in assault combat are lost. Unit's current morale is increased by +2.
HE	Hesitate	Unit will lose any bonus for assaulting, if any. Unit's current morale is increased by +1.
HT	Halt	Unit will stop where it is and stand in place for one turn. It will stop 1/2 inch short of coming into assault contact. It may only be given FIRE orders on the following turn. Unit's current morale is increased by +1.
HD	Hold	Unit may not advance any closer to the enemy, but may choose to remain in place or move further back in the following turn. Unit's current morale is increased by +1.
FB	Fall Back	Unit will withdraw one turn to the rear at normal rate. Unit's current morale is increased by +1.

16. How to Make the Cannister Template

A thin sheet of clear acetate works best. Measure the proper distances on the acetate and mark the 'beaten zones' in accordance with the following measurements:

PB range – 6cm long, 2cm wide along its entire length

SH range – 6cm long, 3 cm wide at the furthest end

MD range – 6cm long, 5cm wide at the furthest end

LG range – 6cm long, 5cm wide along its entire length

EX range – 11cm long, 5cm wide along its entire length

The maximum ranges of the various types of gun or howitzer sections are as follows:

7lbr howitzer – 5in

10lbr howitzer – 6in

18lbr howitzer – 7in

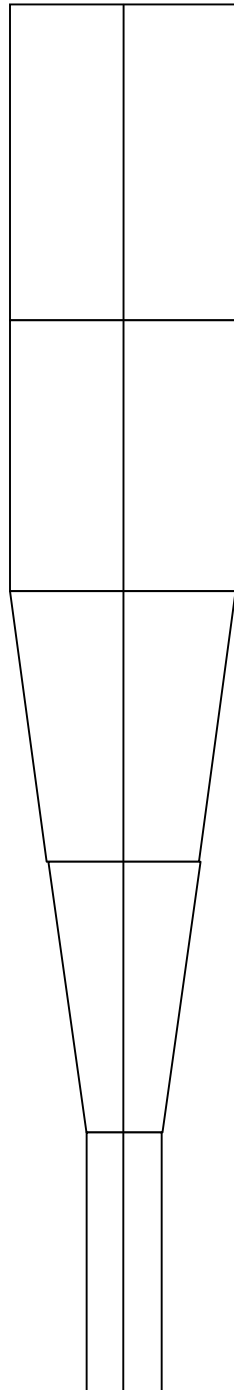
3/4lbr guns – 8in

6lbr gun – 10in

8/9lbr guns – 11in

12lbr gun –end of template

The finished template should look something like this (not to scale) :



French Casualty Roster

French II Corps Troops

Unit Name 5eme Lancier Initial Morale 6
Current Morale Assault Factor 6 (lancer)
○○○01○○|○○3○○4○○5|6○○7○○8○
□□□□□|□□□□□|□□□□□

Unit Name 6eme Lancier Initial Morale 6
Current Morale Assault Factor 6 (lancer)
○○○01○○|○○3○○4○○5|6○○7○○8○
□□□□□|□□□□□|□□□□□

Unit Name 1er Chasseur Initial Morale 6
Current Morale Assault Factor 5
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 6eme Chasseur Initial Morale 6
Current Morale Assault Factor 5
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/4 Initial Morale 5
Current Morale Assault Factor 3
○○○○0|○○1○○2|○○3○○
□□□|□□□|□□□

Unit Name 7/2 Initial Morale 6
Current Morale Assault Factor 3
○○○○|○○0○○1|○○2○○|○○3○○
□□□|□□□|□□□|□□□

French 5th Division

Unit Name 1/2 Legere Initial Morale 6
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/2 Legere Initial Morale 6
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 3/2 Legere Initial Morale 6
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
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Unit Name 4/2 Legere Initial Morale 6
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 1/61 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/61 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○01○○|○○3○○4○○5|6○○7○○8○
□□□□□|□□□□□|□□□□□

Unit Name 1/72 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/72 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○○0○○|○○2○○3○○|○○4○○5○○|6○○7○○8○
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Unit Name 1/108 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○01○○|○○3○○4○○5|6○○7○○8○
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Unit Name 2/108 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○01○○|○○3○○4○○5|6○○7○○8○
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Unit Name 3/108 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○123○○|45678○
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French Casualty Roster

Unit Name _____ 18/6 _____ Initial Morale _____ 6
 Current Morale _____ Assault Factor _____ 3

French 6th Division

Unit Name 1/1 Legere Initial Morale 6
Current Morale _____ Assault Factor 3

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000000	000000	000000	000000	000000

Unit Name 2/1 Legere Initial Morale 6
Current Morale _____ Assault Factor 3
○○○○●○○|●○○○●○○|●○○○●○○|●○○○●○○|●○○○●○○|
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□|

Unit Name 3/1 Legere Initial Morale 6
Current Morale _____ Assault Factor 3

000000	000000	000000	000000	000000
000000	000000	000000	000000	000000

Unit Name l/3 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○ 0 ○○	1 ○○ 2 ○○	3 ○○ 4 ○○	5 ○○ 6 ○○	7 ○○ 8 ○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 2/3 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○●○○|●○○○●○○|●○○○●○○|●○○○●○○|●○○○●○○|
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Unit Name 1/1 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○**0**○○|**1**○○**2**○○|**3**○○**4**○○|**5**○○**6**○○|**7**○○**8**○○
 □□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/1 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○○●○○|●○○●○○●○○●○○●○○|●○○●○○|●○○●○○
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Unit Name 3/1 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○**0**○○|**1**○○**2**○○|**3**○○**4**○○|**5**○○**6**○○|**7**○○**8**○○
 □□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name _____ 1/2 Ligne _____ Initial Morale 7
Current Morale _____ Assault Factor 3

Unit Name 2/2 Ligne Initial Morale 7
 Current Morale Assault Factor 3
 ○○○○●○○○●○○●○○○|●○○●○○○|●○○●○○○|●○○●○○○|●○○●○○○|
 □□□□□□|□□□□□□|□□□□□□|□□□□□□|□□□□□□

Unit Name 3/2 Ligne Initial Morale 7
 Current Morale Assault Factor 3

Unit Name 2/2 Initial Morale 6
Current Morale Assault Factor 3
⊙ 0 ⊙ 1 ⊙ 2 ⊙ 3 ⊙ 4 ⊙ 5 ⊙ 6 ⊙ 7 ⊙ 8 ⊙
□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

French 9th Division

Unit Name 1/92 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

⓪⓪⓪⓪①|⓪⓪②③|⓪④⑤⓪⓪|⑥⑦⑧⓪
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/92 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○○●○○●○○●○○●○○●○○●○○●○○●○○●○○
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Unit Name 1/93 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

⓪	①	②	③	④	⑤	⑥	⑦	⑧
□	□	□	□	□	□	□	□	□

Unit Name 2/93 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○○●○○●|○○●2●3○○|○4●5○○|6●7●8○
□□□□□□□□□□□□□□□□□□□□

French Casualty Roster

Unit Name 1/4 Legere Initial Morale 6
Current Morale _____ Assault Factor 3
○○○0○○1|○○2○○3|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/4 Legere Initial Morale 6
Current Morale _____ Assault Factor 3
○○○0○○1|○○2○○3|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 3/4 Leger Initial Morale 6
Current Morale _____ Assault Factor 3
○○○0○○1|○○2○○3|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 1/100 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○0○○1|○○2○○3|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/100 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○0○○1|○○2○○3|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 3/100 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○0123|45678○
□□□□□|□□□□□

Unit Name 1/6 Initial Morale 6
Current Morale _____ Assault Factor 3
○○○○|○○○1|○○2○|○3○○
□□□|□□□|□□□|□□□

French III Cavalry Corps and Imperial Guard Light Cavalry

Unit Name 8eme Cuirassier Initial Morale 5
Current Morale _____ Assault Factor 7
○○○0○○1○○|2○○3○○4○○|5○○6○○7○○8○
□□□□□□□|□□□□□□□|□□□□□□□

Unit Name 11eme Cuirassier Initial Morale 5
Current Morale _____ Assault Factor 7
○0○○1○○23○|45○○6○○78○
□□□□□□□|□□□□□□□

Unit Name 2eme Dragoon Initial Morale 6
Current Morale _____ Assault Factor 6
○○○○0○○1|○○2○○3○○|○○4○○5○○6|○○7○○8○○
□□□□□□□|□□□□□□□|□□□□□□□|□□□□□□□

Unit Name 7eme Dragoon Initial Morale 6
Current Morale _____ Assault Factor 6
○○○0○○1○○|2○○3○○4○○|5○○6○○7○○8○
□□□□□□□|□□□□□□□|□□□□□□□

Unit Name 3/2 Initial Morale 5
Current Morale _____ Assault Factor 3
○○○0|○1○○2|○○3○
□□□|□□□|□□□

Unit Name 1er Lancier (Polonais) Initial Morale 4
Current Morale _____ Assault Factor 6 (lancer)
○○○○○○0○○○○1|○○○○○○2○○○○3○○|4○○○○5○○○○6○○|○○○○7○○○○8○○
□□□□□□□□□□|□□□□□□□□□□□|□□□□□□□□□□□|□□□□□□□□□□

Unit Name Chasseur a cheval Initial Morale 3
Current Morale _____ Assault Factor 6
○○○○○○0○○○○1|○○○○○○2○○○○3○○|4○○○○5○○○○6○○|○○○○7○○○○8○○
□□□□□□□□□□|□□□□□□□□□□□|□□□□□□□□□□□|□□□□□□□□□□

Unit Name Mamelukes Initial Morale 4
Current Morale _____ Assault Factor 5
0123|5678
□□□|□□□

French I Corps Troops

Unit Name 3eme Lancier Initial Morale 6
Current Morale _____ Assault Factor 6 (lancer)
○○○0○○1|○○2○○3|○○4○○5○○|6○○7○○8○
□□□□□|□□□□□|□□□□□|□□□□□

French Casualty Roster

Unit Name 4eme Lancier Initial Morale 6
Current Morale Assault Factor 6 (lancer)
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 3eme Chasseur Initial Morale 6
Current Morale Assault Factor 5
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 7eme Hussar Initial Morale 5
Current Morale Assault Factor 5
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/1 Initial Morale 5
Current Morale Assault Factor 3
○○○0|○○1○○2|○○3○○
□□□|□□□|□□□

Unit Name 11/6
Current Morale Assault Factor 3
○○○○|○○0○○1|○○2○○|○○3○○
□□□|□□□|□□□|□□□

French 1st Division

Unit Name 1/54 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○|○○1○○2○○|○○3○○4○○|○○5○○6○○|○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/54 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○|○○1○○2○○|○○3○○4○○|○○5○○6○○|○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 1/55 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/55 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 1/28 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○|○○1○○2○○|○○3○○4○○|○○5○○6○○|○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/28 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○|○○1○○2○○|○○3○○4○○|○○5○○6○○|○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 1/105 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/105 Ligne Initial Morale 7
Current Morale Assault Factor 3
○○○0○○1|○○2○○3○○|○○4○○5○○|○○6○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 20/6 Initial Morale 6
Current Morale Assault Factor 3
○○○○|○○0○○1|○○2○○|○○3○○
□□□|□□□|□□□|□□□

French 2nd Division

Unit Name 1/13 Legere Initial Morale 6
Current Morale Assault Factor 3
○○○0○○|○○1○○2○○|○○3○○4○○|○○5○○6○○|○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/13 Legere Initial Morale 6
Current Morale Assault Factor 3
○○○0○○|○○1○○2○○|○○3○○4○○|○○5○○6○○|○○7○○8○○
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

French Casualty Roster

Unit Name 3/13 Legere Initial Morale 6
Current Morale _____ Assault Factor 3

○○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 1/17 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○**0**○○|**1**○○**2**○○|**3**○○**4**○○|**5**○○**6**○○|**7**○○**8**○○
 □□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/17 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○○**0**○○**1** | ○○○**2**○○**3**○ | ○**4**○○**5**○○ | **6**○○**7**○○**8**○
□□□□□□ | □□□□□□ | □□□□□□ | □□□□□□

Unit Name 1/19 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○0○○	1○○2○○	3○○4○○	5○○6○○	7○○8○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 2/19 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○	●○○○●○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 1/51 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3

○○○0○1	○○2○3○	○4○5○○	6○7○8○
□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 2/51 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○0○○1	○○2○○3○	○4○○5○○	6○○7○○8○
□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 10/6 Initial Morale 6
Current Morale _____ Assault Factor 3
○○○○○●○○●○○○●○○○
□□□□□□□□□□□□

French 3rd Division

Unit Name 1/21 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○ 0 ○○	1 ○○ 2 ○○	3 ○○ 4 ○○	5 ○○ 6 ○○	7 ○○ 8 ○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 2/21 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○ 0 ○○	1 ○○ 2 ○○	3 ○○ 4 ○○	5 ○○ 6 ○○	7 ○○ 8 ○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 1/46 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○●○○●○○●○○○|○○●○○●○○○|○○●○○●○○○|○○●○○●○○○
 □□□□□□|□□□□□□|□□□□□□|□□□□□□

Unit Name 2/46 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○●○●|○○●●●○|○○●●○○○|●●●●●○
 □□□□□|□□□□□|□□□□□|□□□□□

Unit Name 1/25 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

00000000	10002000	30004000	50006000	70008000
□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□

Unit Name 2/25 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○○●○○	●○○●○○	●○○●○○	●○○●○○	●○○●○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 1/45 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3

00000	01	002	03	04	05	00	06	07	08
000000	000000	000000	000000						

Unit Name 2/45 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

⊙ ⊙ ⊙ ⊙ **0** ⊙ **1** | ⊙ ⊙ **2** ⊙ **3** ⊙ | ⊙ **4** ⊙ **5** ⊙ ⊙ | **6** ⊙ **7** ⊙ **8** ⊙
□ □ □ □ □ | □ □ □ □ □ | □ □ □ □ □ | □ □ □ □ □

French Casualty Roster

Unit Name 19/6 Initial Morale 6
 Current Morale _____ Assault Factor 3
 ○○○○●○○●○○●○○|○○●○○|○○●○○○
 □□□□|□□□□|□□□□|□□□□

French 4th Division

Unit Name 1/8 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○**0**○○|**1**○○**2**○○|**3**○○**4**○○|**5**○○**6**○○|**7**○○**8**○○
 □□□□□|□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/8 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

Unit Name 1/29 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○**0**○**1** | ○○**2**○**3**○ | ○**4**○**5**○○ | **6**○**7**○**8**○
 □□□□□ | □□□□□ | □□□□□ | □□□□□

Unit Name 2/29 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3

○○○ 0 ○○ 1	○○○ 2 ○○ 3	○○ 4 ○○ 5 ○○	6 ○○ 7 ○○ 8 ○
□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 1/85 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3

○○○0○○	1○○2○○	3○○4○○	5○○6○○	7○○8○○
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

Unit Name 2/85 Ligne Initial Morale 7
 Current Morale _____ Assault Factor 3

00000000	10002000	30004000	50006000	70008000
00000000	00000000	00000000	00000000	00000000

Unit Name 1/95 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○**0**○**1**○○**2**○**3**○|○○**4**○**5**○|**6**○**7**○**8**○
□□□□□|□□□□□|□□□□□|□□□□□

Unit Name 2/94 Ligne Initial Morale 7
Current Morale _____ Assault Factor 3
○○○○●○○●|○○●○○●○○|○○●○○○○|○○●○○●○○
□□□□□□|□□□□□□|□□□□□□|□□□□□□

Unit Name 9/6 Initial Morale 6
Current Morale _____ Assault Factor 3

○○○○|●○○●|○○●○|○●○○
□□□□|□□□□|□□□□|□□□□

British 1st Division

[illegible][illegible][illegible][illegible]

Unit Name Sandhm Initial Morale 6
 Current Morale _____ Assault Factor 3
 ○○○○●○○●○○●○○●○○
 □□□□□□□□□□□□

Unit Name Kuhlmn Initial Morale 4
Current Morale _____ Assault Factor 3
○○○○●○○●○○●○○
□□□□□□□□□□

British 3rd Division

Unit Name 2/30 Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○0○○○1○○○2○○○3○○○4○○○5○○○6○○○7○○○8○○○
 □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 33rd Initial Morale 7
Current Morale _____ Assault Factor 3
○○○○0○○1○○2○○3○○4○○5○○6○○7○○8○○
□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name _____ Initial Morale 7
 Current Morale _____ Assault Factor 3

Unit Name 2/73H Initial Morale 5
Current Morale _____ Assault Factor 3

○○○0○○1○○2○○3○○4○○5○○6○○7○○8○○
□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name Bremen Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○0○○1○○2○○3○○4○○5○○6○○7○○8○○
 □□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name Verden Initial Morale 7
 Current Morale _____ Assault Factor 3
 ○○○○0○○1○○2○○3○○4○○5○○6○○7○○8○○
 □□□□□□□□□□□□□□□□□□□□□□□□□□□□

[illegible][illegible]

Unit Name Grubenhgn Initial Morale 6
Current Morale _____ Assault Factor 3

○○○0○○1○○2○○3○○4○○5○○6○○7○○8○○
□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name Feld-Jaeger Initial Morale 6
Current Morale _____ Assault Factor 2
⊙0⊙1⊙2⊙3⊙4⊙5⊙6⊙7⊙8⊙
□□□□□□□□□□□□□□□□

Unit Name Lloyd Initial Morale 6
Current Morale _____ Assault Factor 3
⊙ ⊙ ⊙ **①** ⊙ **②** ⊙ ⊙ **③** ⊙
□ □ □ □ □ □ □ □ □ □

Unit Name Cleeves Initial Morale 6
Current Morale _____ Assault Factor 3
⊗⊗⊗**0**⊗**1**⊗**2**⊗⊗**3**⊗
□□□□□□□□□□

British 6th Division

Unit Name _____ 1/95 _____ Initial Morale _____ 5
Current Morale _____ Assault Factor _____ 2

○○○○○0○○○1○○○2○○○3○○○4○○○5○○○6○○○7○○○8○○○
□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 1/79H Initial Morale 5
Current Morale _____ Assault Factor 4

[illegible]

Unit Name Uhlanen Initial Morale 5
Current Morale Assault Factor 6 (lancer)
⊙**0123**⊙**45678**⊙
□□□□□□□□□□

Unit Name Moll Initial Morale 6
Current Morale Assault Factor 3
⊙⊙⊙⊙**0**⊙⊙**1**⊙⊙**2**⊙⊙**3**⊙⊙
□□□□□□□□□□□□

Unit Name Heinmn Initial Morale 5
Current Morale Assault Factor 3
⊙⊙⊙⊙**0**⊙⊙**1**⊙⊙**2**⊙⊙**3**⊙⊙
□□□□□□□□□□□□

Dutch-Belgian 2nd Division

Unit Name 7.Ligne Initial Morale 8
Current Morale Assault Factor 3
⊙⊙⊙⊙**0**⊙⊙⊙**1**⊙⊙⊙**2**⊙⊙⊙**3**⊙⊙⊙**4**⊙⊙**5**⊙⊙⊙**6**⊙⊙⊙**7**⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 27.Jager Initial Morale 6
Current Morale Assault Factor 3
⊙⊙⊙⊙⊙**0**⊙⊙⊙⊙**1**⊙⊙⊙⊙**2**⊙⊙⊙⊙**3**⊙⊙⊙⊙**4**⊙⊙⊙**5**⊙⊙⊙⊙**6**⊙⊙⊙⊙**7**⊙⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 5.Militie Initial Morale 8
Current Morale Assault Factor 2
⊙⊙⊙**0**⊙**1**⊙⊙**2**⊙**3**⊙⊙**4**⊙**5**⊙⊙**6**⊙**7**⊙**8**⊙
□□□□□□□□□□□□□□□□□□□□

Unit Name 7.Militie Initial Morale 8
Current Morale Assault Factor 2
⊙⊙⊙⊙**0**⊙⊙⊙**1**⊙⊙⊙**2**⊙⊙⊙**3**⊙⊙⊙**4**⊙⊙**5**⊙⊙⊙**6**⊙⊙⊙**7**⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 8.Militie Initial Morale 8
Current Morale Assault Factor 2
⊙⊙⊙**0**⊙⊙**1**⊙⊙**2**⊙⊙**3**⊙⊙**4**⊙⊙**5**⊙⊙**6**⊙⊙**7**⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 1/2 Nassau Initial Morale 7
Current Morale Assault Factor 3
⊙⊙⊙⊙⊙**0**⊙⊙⊙⊙**1**⊙⊙⊙⊙**2**⊙⊙⊙⊙**3**⊙⊙⊙⊙**4**⊙⊙⊙⊙**5**⊙⊙⊙⊙**6**⊙⊙⊙⊙**7**⊙⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 2/2 Nassau Initial Morale 7
Current Morale Assault Factor 3
⊙⊙⊙⊙⊙**0**⊙⊙⊙⊙**1**⊙⊙⊙⊙**2**⊙⊙⊙⊙**3**⊙⊙⊙⊙**4**⊙⊙⊙⊙**5**⊙⊙⊙⊙**6**⊙⊙⊙⊙**7**⊙⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 3/2 Nassau Initial Morale 7
Current Morale Assault Factor 3
⊙⊙⊙⊙⊙⊙**0**⊙⊙⊙⊙⊙**1**⊙⊙⊙⊙⊙**2**⊙⊙⊙⊙⊙**3**⊙⊙⊙⊙**4**⊙⊙⊙⊙**5**⊙⊙⊙⊙⊙**6**⊙⊙⊙⊙⊙**7**⊙⊙⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name 1/Oranje-Nas Initial Morale 7
Current Morale Assault Factor 3
⊙⊙⊙⊙⊙**0**⊙⊙⊙**1**⊙⊙⊙⊙⊙**2**⊙⊙⊙**3**⊙⊙⊙**4**⊙⊙⊙**5**⊙⊙⊙⊙**6**⊙⊙⊙⊙⊙**7**⊙⊙⊙**8**⊙⊙
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Unit Name 2/Oranje-Nas Initial Morale 7
Current Morale Assault Factor 3
⊙⊙⊙⊙⊙**0**⊙⊙⊙⊙**1**⊙⊙⊙⊙⊙**2**⊙⊙⊙⊙**3**⊙⊙⊙⊙**4**⊙⊙⊙**5**⊙⊙⊙⊙**6**⊙⊙⊙⊙⊙**7**⊙⊙⊙**8**⊙⊙
□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Unit Name O-N Jager Initial Morale 6
Current Morale Assault Factor 3
0134578
□□□□□□

Unit Name Bylevld Initial Morale 6
Current Morale Assault Factor 3
⊙⊙⊙⊙**0**⊙⊙**1**⊙⊙**2**⊙⊙**3**⊙⊙
□□□□□□□□□□□□□□

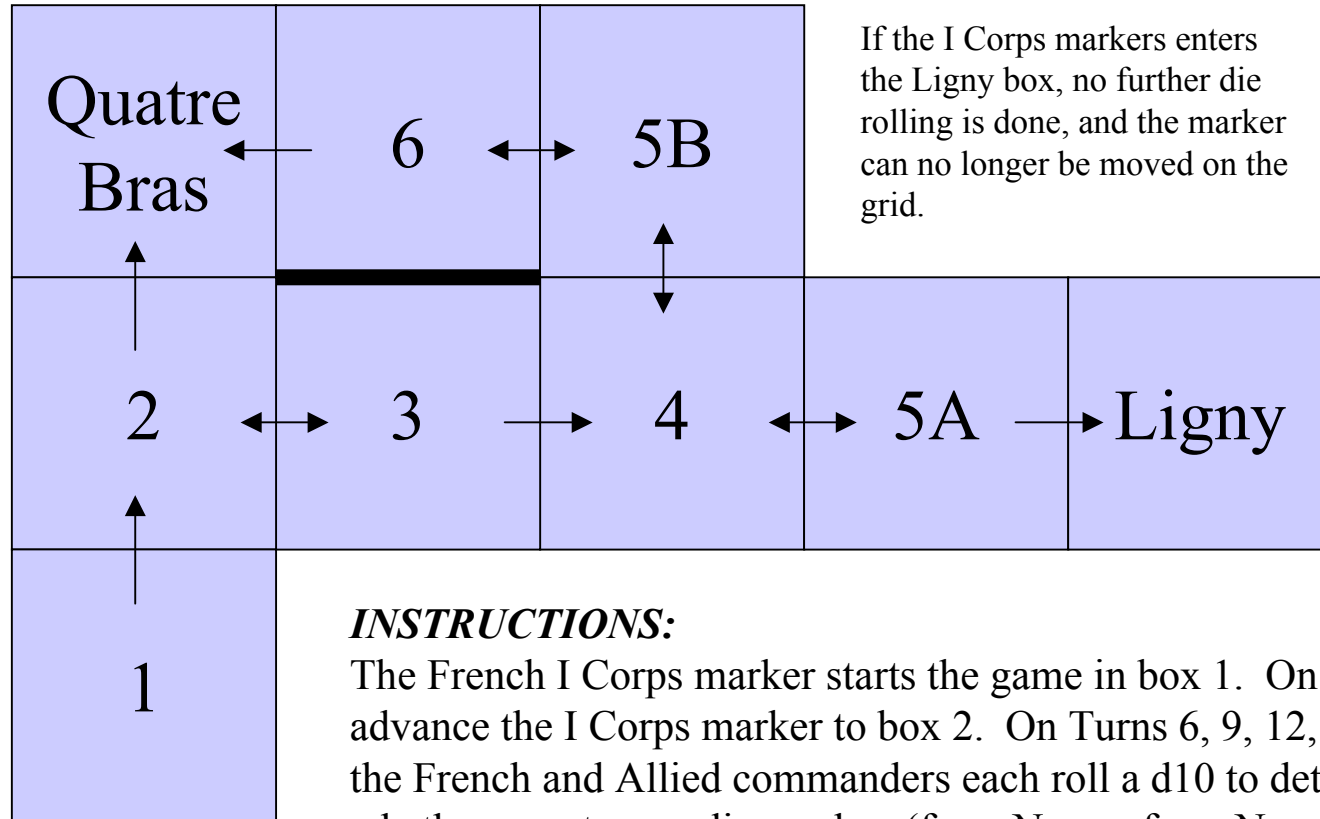
Unit Name Stevnar Initial Morale 6
Current Morale Assault Factor 3
⊙⊙⊙⊙**0**⊙⊙**1**⊙⊙**2**⊙⊙**3**⊙⊙
□□□□□□□□□□□□□□

Unit Name 5.Dragoon Leger Initial Morale 6
Current Morale Assault Factor 5
⊙⊙⊙**0**⊙**1**⊙⊙**2**⊙**3**⊙⊙**4**⊙**5**⊙⊙**6**⊙**7**⊙**8**⊙
□□□□□□□□□□□□□□□□□□

Unit Name 6.Hussar Initial Morale 6
Current Morale Assault Factor 5
⊙⊙⊙**0**⊙⊙|**1**⊙⊙**2**⊙⊙|**3**⊙⊙**4**⊙⊙|**5**⊙⊙**6**⊙⊙|**7**⊙⊙**8**⊙⊙
□□□□□|□□□□□|□□□□□|□□□□□|□□□□□

d'Erlon's I Corps Movement Track

If the I Corps marker moves into the Quatre Bras box from box 2, the I Corps will enter the battlefield at grid D4C. If it enters the Quatre Bras box from box 6, it will enter the battlefield at grid C8L. If the I Corps marker enters the Quatre Bras box, no further die rolling is done, and the marker can no longer be moved on the grid.



If the I Corps markers enters the Ligny box, no further die rolling is done, and the marker can no longer be moved on the grid.

INSTRUCTIONS:

The French I Corps marker starts the game in box 1. On Turn 3, advance the I Corps marker to box 2. On Turns 6, 9, 12, 15, & 18, the French and Allied commanders each roll a d10 to determine whether countermanding orders (from Ney or from Napoleon) have been issued to d'Erlon. If the French commander rolls higher than the Allied commander, the I Corps marker is moved one box closer to the Quatre Bras battlefield. If the Allied commander rolls higher than the French commander, the I Corps markers is moved one box closer to the Ligny battlefield. Marker movement is only allowed in the direction of the arrows between the boxes.

5 - 2/Grenadier	●	5 - 2/Coldstream	●	4 - 1/32	●	3 - 2/30	●	3 - 2/69		3 - 3/1		3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Coldstream	●	4 - 1/32		3 - 2/30		3 - 2/69		3 - 3/1		3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Coldstream	●	4 - 1/32		3 - 2/30		3 - 2/69	●	3 - 3/1		3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32		3 - 2/30		3 - 2/73H	●	3 - 3/1		3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32		3 - 2/30		3 - 2/73H		3 - 3/1		3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32		3 - 2/30		3 - 2/73H		3 - 3/1	●	3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32		3 - 2/30		3 - 2/73H		3 - 1/42H	●	3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32		3 - 2/30		3 - 2/73H		3 - 1/42H		3 - 1/92H
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32		3 - 2/30		3 - 2/73H		3 - 1/42H		3 - 1/92H ●
5 - 2/Grenadier	●	5 - 2/Scots	●	4 - 1/32	●	3 - 2/30	●	3 - 2/73H		3 - 1/42H		3 - 1/95 ●
5 - 3/Grenadier	●	5 - 2/Scots	●	4 - 1/79H	●	3 - 33rd	●	3 - 2/73H		3 - 1/42H		3 - 1/95 ●
5 - 3/Grenadier	●	5 - 2/Scots	●	4 - 1/79H		3 - 33rd		3 - 2/73H		3 - 1/42H		3 - 1/95 ●
5 - 3/Grenadier	●	5 - 2/Scots	●	4 - 1/79H		3 - 33rd		3 - 2/73H	●	3 - 1/42H		3 - 1/95 ●
5 - 3/Grenadier	●	5 - 1/95	●	4 - 1/79H		3 - 33rd		3 - 1/28	●	3 - 1/42H		3 - 1/95 ●
5 - 3/Grenadier	●	5 - 1/95	●	4 - 1/79H		3 - 33rd		3 - 1/28		3 - 1/42H		3 - 1/95 ●
5 - 3/Grenadier	●	5 - 1/95	●	4 - 1/79H		3 - 33rd		3 - 1/28		3 - 1/42H	●	3 - 1/95 ●
5 - 3/Grenadier	●	5 - 1/95	●	4 - 1/79H		3 - 33rd		3 - 1/28		3 - 2/44	●	3 - 1/95 ●
5 - 3/Grenadier	●	5 - 1/95	●	4 - 1/79H		3 - 33rd		3 - 1/28		3 - 2/44		3 - 1/95 ●
5 - 3/Grenadier	●			4 - 1/79H	●	3 - 33rd	●	3 - 1/28		3 - 2/44		
5 - 2/Coldstream	●					3 - 2/69	●	3 - 1/28		3 - 2/44		
5 - 2/Coldstream	●					3 - 2/69		3 - 1/28		3 - 2/44		
5 - 2/Coldstream	●					3 - 2/69		3 - 1/28	●	3 - 2/44		
5 - 2/Coldstream	●					3 - 2/69		3 - 3/1	●	3 - 2/44		
5 - 2/Coldstream	●					3 - 2/69		3 - 3/1		3 - 2/44		
5 - 2/Coldstream	●					3 - 2/69		3 - 3/1		3 - 2/44	●	
5 - 2/Coldstream	●					3 - 2/69		3 - 3/1		3 - 1/92H	●	

8 - 1/2 Nassau	8 - 3. Linie	7 - 1/Oranje-Nas	6 - 7. Ligne	6 - Verden	6 - Verden LW
8 - 1/2 Nassau	8 - 3. Linie	7 - 1/Oranje-Nas	6 - 7. Ligne	6 - Verden	6 - Verden LW
8 - 1/2 Nassau	8 - 3. Linie	7 - 1/Oranje-Nas	6 - 7. Ligne	6 - Verden	6 - Verden LW
8 - 1/2 Nassau	8 - 3. Linie	7 - 1/Oranje-Nas	6 - 7. Ligne	6 - Verden	6 - Verden LW
8 - 1/2 Nassau	8 - Leib-Battalion	7 - 1/Oranje-Nas	6 - 7. Ligne	4 - Verden	4 - Verden LW
8 - 1/2 Nassau	8 - Leib-Battalion	7 - 1/Oranje-Nas	6 - 7. Ligne	6 - York	6 - Luneburg LW
8 - 2/2 Nassau	8 - Leib-Battalion	7 - 2/Oranje-Nas	6 - 5. Militie	6 - York	6 - Luneburg LW
8 - 2/2 Nassau	8 - Leib-Battalion	7 - 2/Oranje-Nas	6 - 5. Militie	6 - York	6 - Luneburg LW
8 - 2/2 Nassau	8 - 1. Leichte	7 - 2/Oranje-Nas	6 - 5. Militie	6 - York	6 - Luneburg LW
8 - 2/2 Nassau	8 - 1. Leichte	7 - 2/Oranje-Nas	6 - 5. Militie	4 - York	4 - Lunebg LW
8 - 2/2 Nassau	8 - 1. Leichte	7 - 2/Oranje-Nas	6 - 7. Militie	6 - Luneburg	6 - Osterode LW
8 - 2/2 Nassau	8 - 1. Leichte	7 - 2/Oranje-Nas	6 - 7. Militie	6 - Luneburg	6 - Osterode LW
8 - 3/2 Nassau	8 - 2. Leichte	7 - O-N Jager	6 - 7. Militie	6 - Luneburg	6 - Osterode LW
8 - 3/2 Nassau	8 - 2. Leichte	7 - 27. Jager	6 - 7. Militie	6 - Luneburg	6 - Osterode LW
8 - 3/2 Nassau	8 - 2. Leichte	7 - 27. Jager	6 - 7. Militie	4 - Luneburg	4 - Osterde LW
8 - 3/2 Nassau	8 - 2. Leichte	7 - 27. Jager	6 - 7. Militie	6 - Grubenhgn	
8 - 3/2 Nassau	8 - 3. Leichte	7 - 27. Jager	6 - 8. Militie	6 - Grubenhgn	
8 - 3/2 Nassau	8 - 3. Leichte	7 - 27. Jager	6 - 8. Militie	6 - Grubenhgn	
8 - 1. Linie	8 - 3. Leichte	7 - 27. Jager	6 - 8. Militie	6 - Grubenhgn	
8 - 1. Linie	8 - 3. Leichte		6 - 8. Militie	4 - Grubenhgn	
8 - 1. Linie	8 - Feld-Jaeger		6 - 8. Militie	6 - Munden LW	
8 - 1. Linie	8 - Feld-Jaeger		6 - Bremen	6 - Munden LW	
8 - 2. Linie			6 - Bremen	6 - Munden LW	
8 - 2. Linie			6 - Bremen	6 - Munden LW	
8 - 2. Linie			6 - Bremen	4 - Mund LW	
8 - 2. Linie			4 - Bremen		

6 - 6. Hussar	Byleveld	Cleeves	6		—
6 - 6. Hussar	Byleveld	Cleeves	6		—
6 - 6. Hussar	Byleveld	Cleeves	6		—
6 - 6. Hussar	Byleveld	Rogers	6		—
6 - 6. Hussar	Stievnar	Rogers	6		—
6 - 5. Dragoon Leger	Stievnar	Rogers	6		—
6 - 5. Dragoon Leger	Stievnar	vRettbg	6		—
6 - 5. Dragoon Leger	Stievnar	vRettbg	6		—
6 - 5. Dragoon Leger	Heinmn	vRettbg	5.5		—
6 - Hussaren	Heinmn	9		5.5	
6 - Hussaren	Heinmn	9		5.5	
6 - Hussaren	Heinmn	9		6	
6 - Hussaren	Moll	9		6	
6 - Hussaren	Moll	9		6	
6 - Hussaren	Moll	9		6	
6 - Uhlanen	Moll	9		6	
6 - Uhlanen	Sandhm	9		6	
8 - Avantgarde - Jaeger	Sandhm	9		6	
8 - Avantgarde - Jaeger	Sandhm	9		6	
8 - Avantgarde - Leichte	Kuhlmn	9		—	—
8 - Avantgarde - Leichte	Kuhlmn	9		—	—
	Kuhlmn	9		—	—
	Lloyd	9		—	—
	Lloyd	9		—	—
	Lloyd			—	—
				—	—
				—	—

Wellington	(Wellington)
Pr. Orange	(Wellington)
Perponcher	(Wellington)
Bijlandt	(Pr. Orange)
S.-Weimar	(Pr. Orange)
Picton	(Perponch)
Kempt	(Picton)
Pack	(Alten)
Alten	(Cooke)
Halkett	(Brunswick)
Klmssegge	Brunswick
Cooke	Buttlar
Maitland	Specht
Byng	Merlen

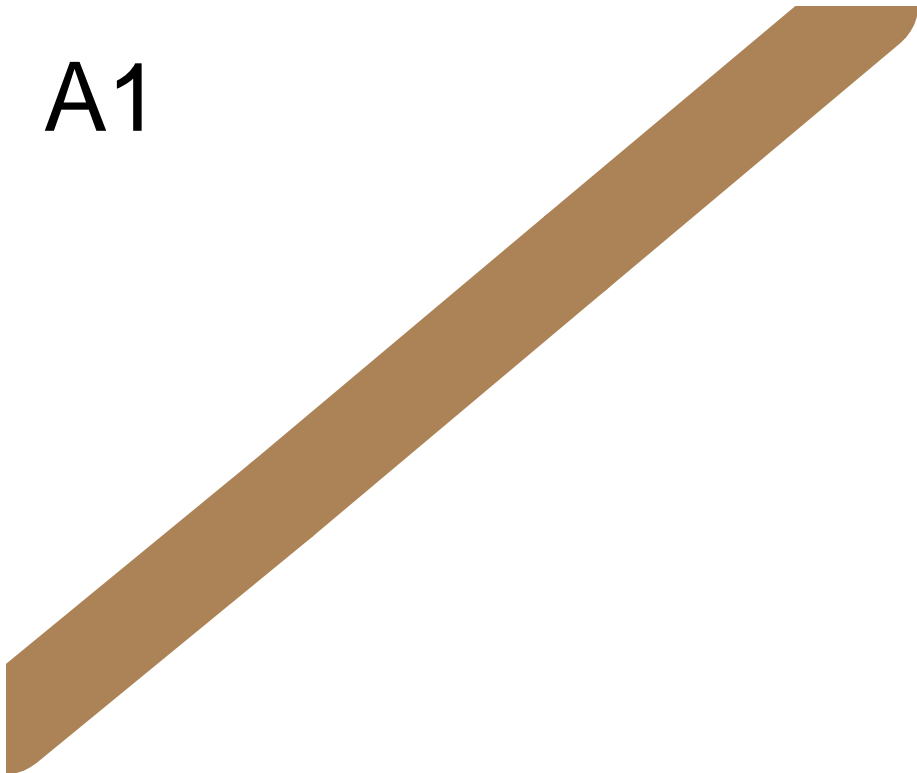
6 - 1/13 Legere	6 - 1/17 Ligne	6 - 1/25 Ligne	6 - 2/29 Ligne	6 - 1/54 Ligne	6 - 1/95 Ligne	d'Erlon 		(d'Erlon)
6 - 1/13 Legere	6 - 1/17 Ligne	6 - 1/25 Ligne	6 - 1/45 Ligne	6 - 1/54 Ligne	6 - 1/95 Ligne	(d'Erlon) 		Allix
6 - 1/13 Legere	6 - 1/17 Ligne	6 - 1/25 Ligne	6 - 1/45 Ligne	6 - 1/54 Ligne	6 - 1/95 Ligne	(Allix) 		Quiot
6 - 1/13 Legere	6 - 2/17 Ligne	6 - 1/25 Ligne	6 - 1/45 Ligne	6 - 2/54 Ligne	6 - 2/95 Ligne	Bourgeois 		Donzelot
6 - 1/13 Legere	6 - 2/17 Ligne	6 - 1/25 Ligne	6 - 1/45 Ligne	6 - 2/54 Ligne	6 - 2/95 Ligne	(Donzelot) 		Schmitz
6 - 2/13 Legere	6 - 2/17 Ligne	6 - 2/25 Ligne	6 - 2/45 Ligne	6 - 2/54 Ligne	6 - 2/95 Ligne	Aulard 		Marcognet
6 - 2/13 Legere	6 - 2/17 Ligne	6 - 2/25 Ligne	6 - 2/45 Ligne	6 - 2/54 Ligne	6 - 2/95 Ligne	(Marcognet) 		Nogues
6 - 2/13 Legere	6 - 1/19 Ligne	6 - 2/25 Ligne	6 - 2/45 Ligne	6 - 2/54 Ligne	6 - 1/105 Ligne	Guerin 		Durutte
6 - 2/13 Legere	6 - 1/19 Ligne	6 - 2/25 Ligne	6 - 1/46 Ligne	6 - 1/55 Ligne	6 - 1/105 Ligne	(Durutte) 		Pegot
6 - 3/13 Legere	6 - 1/19 Ligne	6 - 1/28 Ligne	6 - 1/46 Ligne	6 - 1/55 Ligne	6 - 1/105 Ligne	Brue 		
6 - 3/13 Legere	6 - 1/19 Ligne	6 - 1/28 Ligne	6 - 1/46 Ligne	6 - 1/55 Ligne	6 - 2/105 Ligne			
6 - 3/13 Legere	6 - 2/19 Ligne	6 - 1/28 Ligne	6 - 1/46 Ligne	6 - 2/55 Ligne	6 - 2/105 Ligne			
6 - 3/13 Legere	6 - 2/19 Ligne	6 - 1/28 Ligne	6 - 2/46 Ligne	6 - 2/55 Ligne	6 - 2/105 Ligne			
6 - 3/13 Legere	6 - 2/19 Ligne	6 - 1/28 Ligne	6 - 2/46 Ligne	6 - 2/55 Ligne	6 - 2/105 Ligne			
6 - 1/8 Ligne	6 - 2/19 Ligne	6 - 2/28 Ligne	6 - 2/46 Ligne	6 - 2/55 Ligne	9/6	20/6	6	
6 - 1/8 Ligne	6 - 2/19 Ligne	6 - 2/28 Ligne	6 - 2/46 Ligne	6 - 1/85 Ligne	9/6	20/6	6	
6 - 1/8 Ligne	6 - 1/21 Ligne	6 - 2/28 Ligne	6 - 1/51 Ligne	6 - 1/85 Ligne	9/6	20/6	6	
6 - 1/8 Ligne	6 - 1/21 Ligne	6 - 2/28 Ligne	6 - 1/51 Ligne	6 - 1/85 Ligne	9/6	20/6	6	
6 - 1/8 Ligne	6 - 1/21 Ligne	6 - 2/28 Ligne	6 - 1/51 Ligne	6 - 1/85 Ligne	10/6	6	7	
6 - 2/8 Ligne	6 - 1/21 Ligne	6 - 1/29 Ligne	6 - 1/51 Ligne	6 - 1/85 Ligne	10/6	6	7	
6 - 2/8 Ligne	6 - 1/21 Ligne	6 - 1/29 Ligne	6 - 2/51 Ligne	6 - 2/85 Ligne	10/6	6	7	
6 - 2/8 Ligne	6 - 2/21 Ligne	6 - 1/29 Ligne	6 - 2/51 Ligne	6 - 2/85 Ligne	10/6	6	7	
6 - 2/8 Ligne	6 - 2/21 Ligne	6 - 1/29 Ligne	6 - 2/51 Ligne	6 - 2/85 Ligne	19/6	6		
6 - 2/8 Ligne	6 - 2/21 Ligne	6 - 2/29 Ligne	6 - 2/51 Ligne	6 - 2/85 Ligne	19/6	6		
6 - 1/17 Ligne	6 - 2/21 Ligne	6 - 2/29 Ligne	6 - 1/54 Ligne	6 - 2/85 Ligne	19/6	6		
6 - 1/17 Ligne	6 - 2/21 Ligne	6 - 2/29 Ligne	6 - 1/54 Ligne	6 - 1/95 Ligne	19/6	6		

6 - 1/1 Legere	6 - 3/2 Legere	6 - 3/1 Ligne	6 - 2/3 Ligne	6 - 1/93 Ligne	Ney 	(Ney)
6 - 1/1 Legere	6 - 3/2 Legere	6 - 3/1 Ligne	6 - 1/61 Ligne	6 - 1/93 Ligne	(Ney) 	(Ney)
6 - 1/1 Legere	6 - 3/2 Legere	6 - 3/1 Ligne	6 - 1/61 Ligne	6 - 2/93 Ligne	Reille 	(Reille)
6 - 1/1 Legere	6 - 1/4 Legere	6 - 1/2 Ligne	6 - 1/61 Ligne	6 - 2/93 Ligne	(Reille) 	Bachelu
6 - 1/1 Legere	6 - 1/4 Legere	6 - 1/2 Ligne	6 - 1/61 Ligne	6 - 2/93 Ligne	(Bachelu) 	Husson
6 - 2/1 Legere	6 - 1/4 Legere	6 - 1/2 Ligne	6 - 2/61 Ligne	6 - 2/93 Ligne	Campi 	Jerome
6 - 2/1 Legere	6 - 1/4 Legere	6 - 1/2 Ligne	6 - 2/61 Ligne	6 - 1/100 Ligne	(Jerome) 	Baudin
6 - 2/1 Legere	6 - 2/4 Legere	6 - 1/2 Ligne	6 - 2/61 Ligne	6 - 1/100 Ligne	Soye 	Foy
6 - 2/1 Legere	6 - 2/4 Legere	6 - 2/2 Ligne	6 - 1/72 Ligne	6 - 1/100 Ligne	(Foy) 	Gauthier
6 - 2/1 Legere	6 - 2/4 Legere	6 - 2/2 Ligne	6 - 1/72 Ligne	6 - 1/100 Ligne	Jamin 	
6 - 3/1 Legere	6 - 2/4 Legere	6 - 2/2 Ligne	6 - 1/72 Ligne	6 - 2/100 Ligne		
6 - 3/1 Legere	6 - 3/4 Legere	6 - 2/2 Ligne	6 - 1/72 Ligne	6 - 2/100 Ligne		
6 - 3/1 Legere	6 - 3/4 Legere	6 - 2/2 Ligne	6 - 2/72 Ligne	6 - 2/100 Ligne		
6 - 3/1 Legere	6 - 3/4 Legere	6 - 3/2 Ligne	6 - 2/72 Ligne	6 - 2/100 Ligne		
6 - 3/1 Legere	6 - 3/4 Legere	6 - 3/2 Ligne	6 - 2/72 Ligne	6 - 3/100 Ligne	2/2	
6 - 1/2 Legere	6 - 1/1 Ligne	6 - 3/2 Ligne	6 - 2/72 Ligne	6 - 3/100 Ligne	2/2	
6 - 1/2 Legere	6 - 1/1 Ligne	6 - 3/2 Ligne	6 - 1/92 Ligne	6 - 1/108 Ligne	2/2	
6 - 1/2 Legere	6 - 1/1 Ligne	6 - 3/2 Ligne	6 - 1/92 Ligne	6 - 1/108 Ligne	2/2	
6 - 1/2 Legere	6 - 1/1 Ligne	6 - 1/3 Ligne	6 - 1/92 Ligne	6 - 1/108 Ligne	1/6	
6 - 1/2 Legere	6 - 1/1 Ligne	6 - 1/3 Ligne	6 - 1/92 Ligne	6 - 2/108 Ligne	1/6	
6 - 2/2 Legere	6 - 2/1 Ligne	6 - 1/3 Ligne	6 - 1/92 Ligne	6 - 2/108 Ligne	1/6	
6 - 2/2 Legere	6 - 2/1 Ligne	6 - 1/3 Ligne	6 - 2/92 Ligne	6 - 2/108 Ligne	1/6	
6 - 2/2 Legere	6 - 2/1 Ligne	6 - 1/3 Ligne	6 - 2/92 Ligne	6 - 3/108 Ligne	18/6	
6 - 2/2 Legere	6 - 2/1 Ligne	6 - 2/3 Ligne	6 - 2/92 Ligne	6 - 3/108 Ligne	18/6	
6 - 2/2 Legere	6 - 2/1 Ligne	6 - 2/3 Ligne	6 - 2/92 Ligne		18/6	
6 - 3/2 Legere	6 - 3/1 Ligne	6 - 2/3 Ligne	6 - 1/93 Ligne		18/6	
6 - 3/2 Legere	6 - 3/1 Ligne	6 - 2/3 Ligne	6 - 1/93 Ligne			

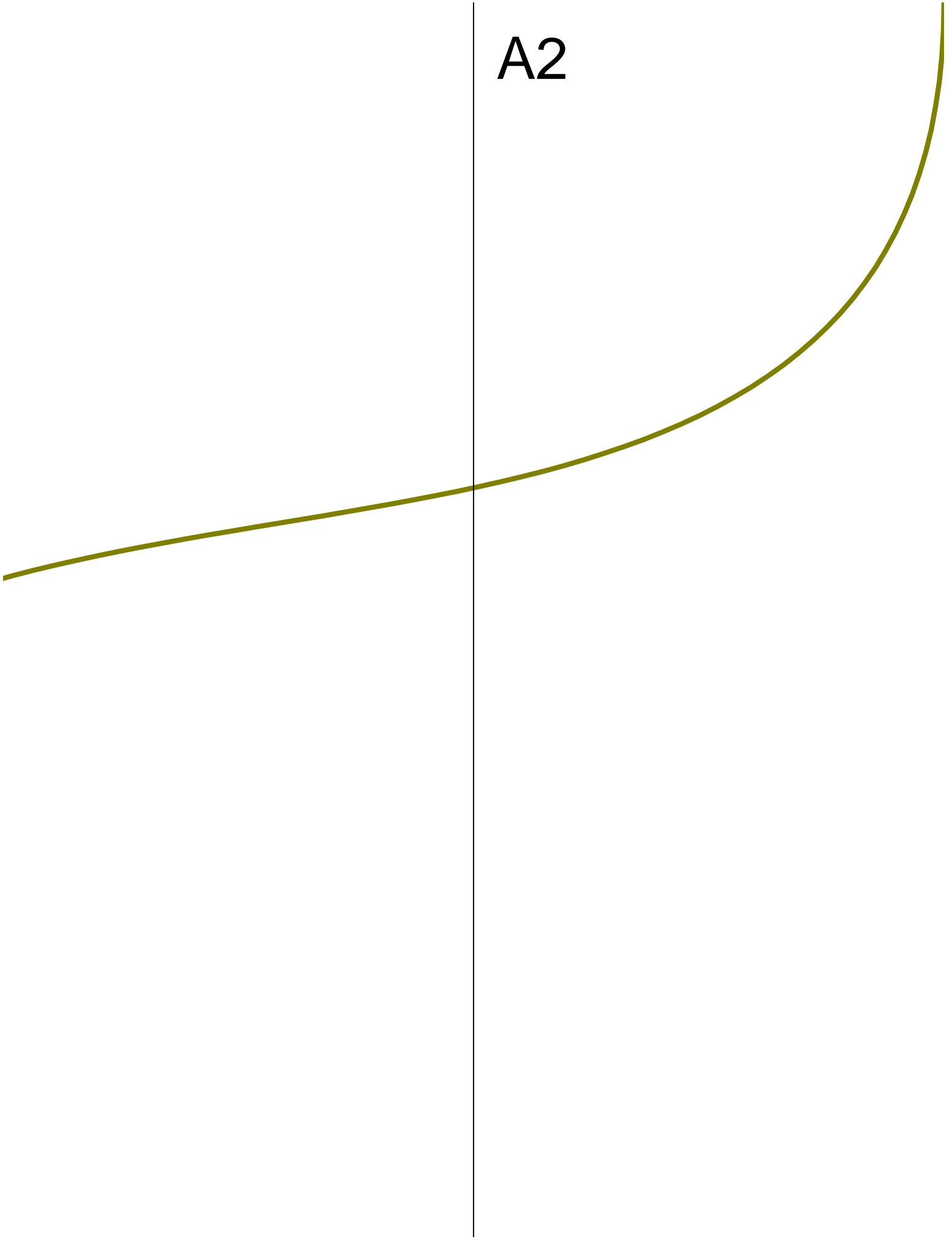
6 - 1er Chasseur	6 - 5eme Lancier	8 - 1er Lancier de la Garde Imperial (Polonais)
6 - 1er Chasseur	6 - 6eme Lancier	8 - 1er Lanicer de la Garde Imperial (Polonais)
6 - 1er Chasseur	6 - 6eme Lancier	8 - 1er Lancier de la Garde Imperial (Polonais)
6 - 1er Chasseur	6 - 6eme Lancier	8 - 1er Lancier de la Garde Imperial (Polonais)
6 - 3eme Chasseur	8 - 2eme Dragoon	8 - 1er Lancier de la Garde Imperial (Polonais)
6 - 3eme Chasseur	8 - 2eme Dragoon	8 - 1er Lancier de la Garde Imperial (Polonais)
6 - 3eme Chasseur	8 - 2eme Dragoon	12 - Chasseur a Cheval de la Garde Imperial
6 - 3eme Chasseur	8 - 2eme Dragoon	12 - Chasseur a Cheval de la Garde Imperial
6 - 6eme Chasseur	8 - 7eme Dragoon	12 - Chasseur a Cheval de la Garde Imperial
6 - 6eme Chasseur	8 - 7eme Dragoon	12 - Chasseur a Cheval de la Garde Imperial
6 - 6eme Chasseur	8 - 7eme Dragoon	4 - Mamelukes
6 - 6eme Chasseur	8 - 8eme Cuirassier	4 - Mamelukes
6 - 6eme Chasseur	8 - 8eme Cuirassier	2/11/66
6 - 7eme Hussar	8 - 8eme Cuirassier	2/11/67
6 - 7eme Hussar	8 - 11eme Cuirassier	2/12/7
6 - 7eme Hussar	8 - 11eme Cuirassier	3/212/7
6 - 7eme Hussar	Kellermann (Kellermn)	3/212
6 - 3eme Lancier	(Kellermn) l'Heritier	3/212
6 - 3eme Lancier	(l'Heritier) L-Desnttes	7/212
6 - 3eme Lancier	(L-Desnttes) Pire	7/212
6 - 3eme Lancier	(L-Desnttes) Pire	7/210
6 - 4eme Lancier	(Pire) Jaquinot	7/210
6 - 4eme Lancier	(Jaquinot)	2/46
6 - 4eme Lancier		2/46
6 - 4eme Lancier		2/46
6 - 5eme Lancier		11/66
6 - 5eme Lancier		11/66

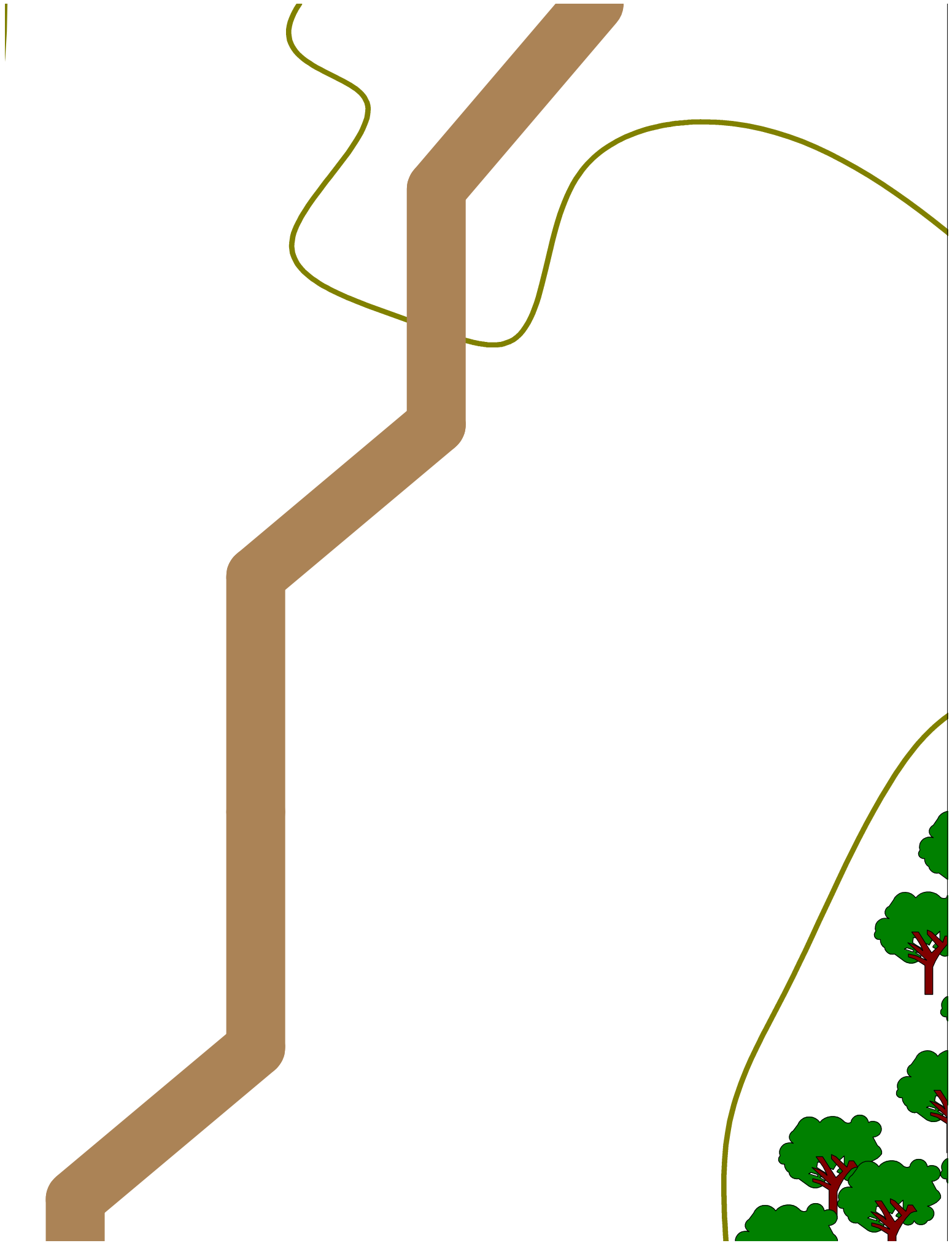
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A1

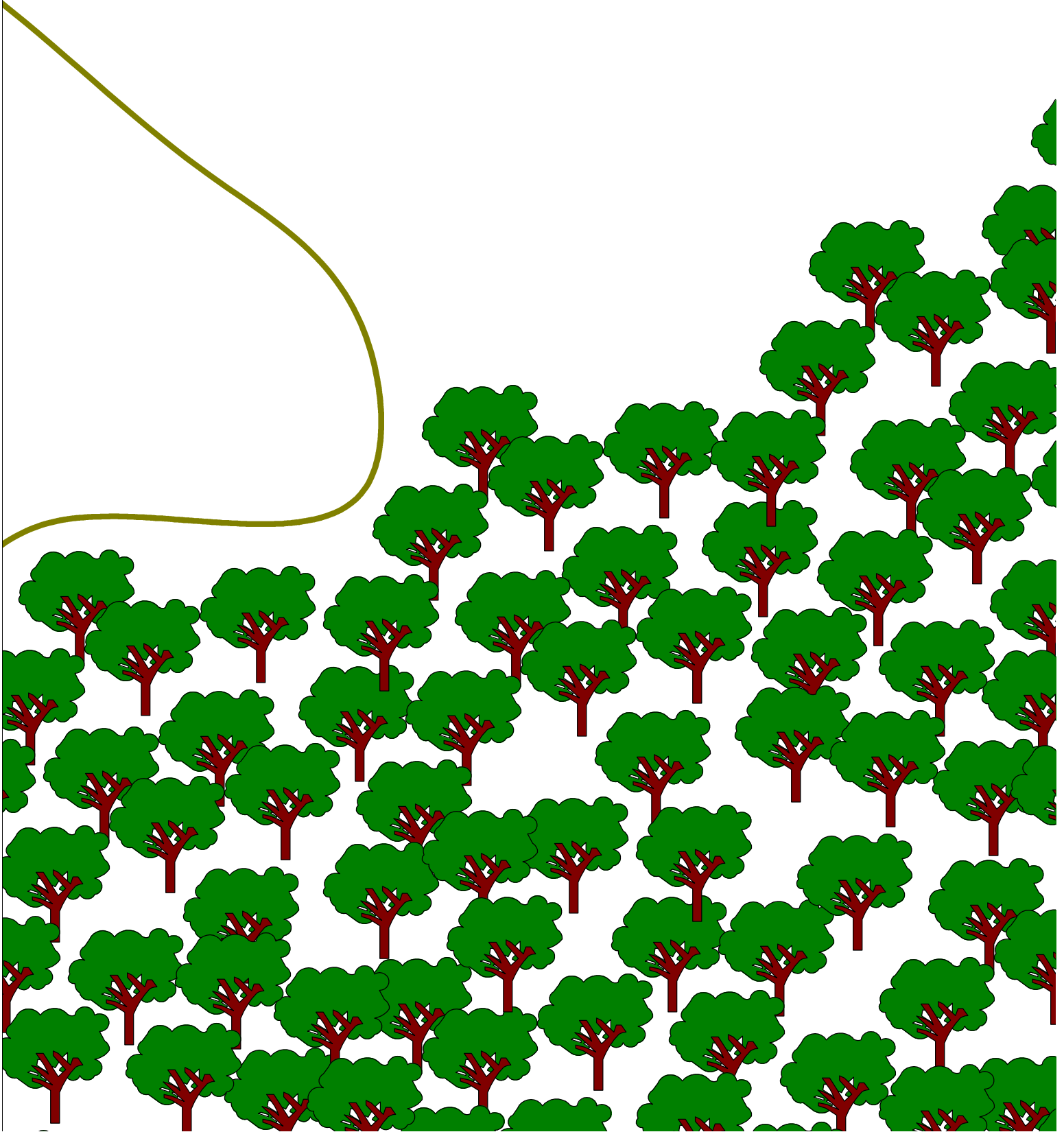


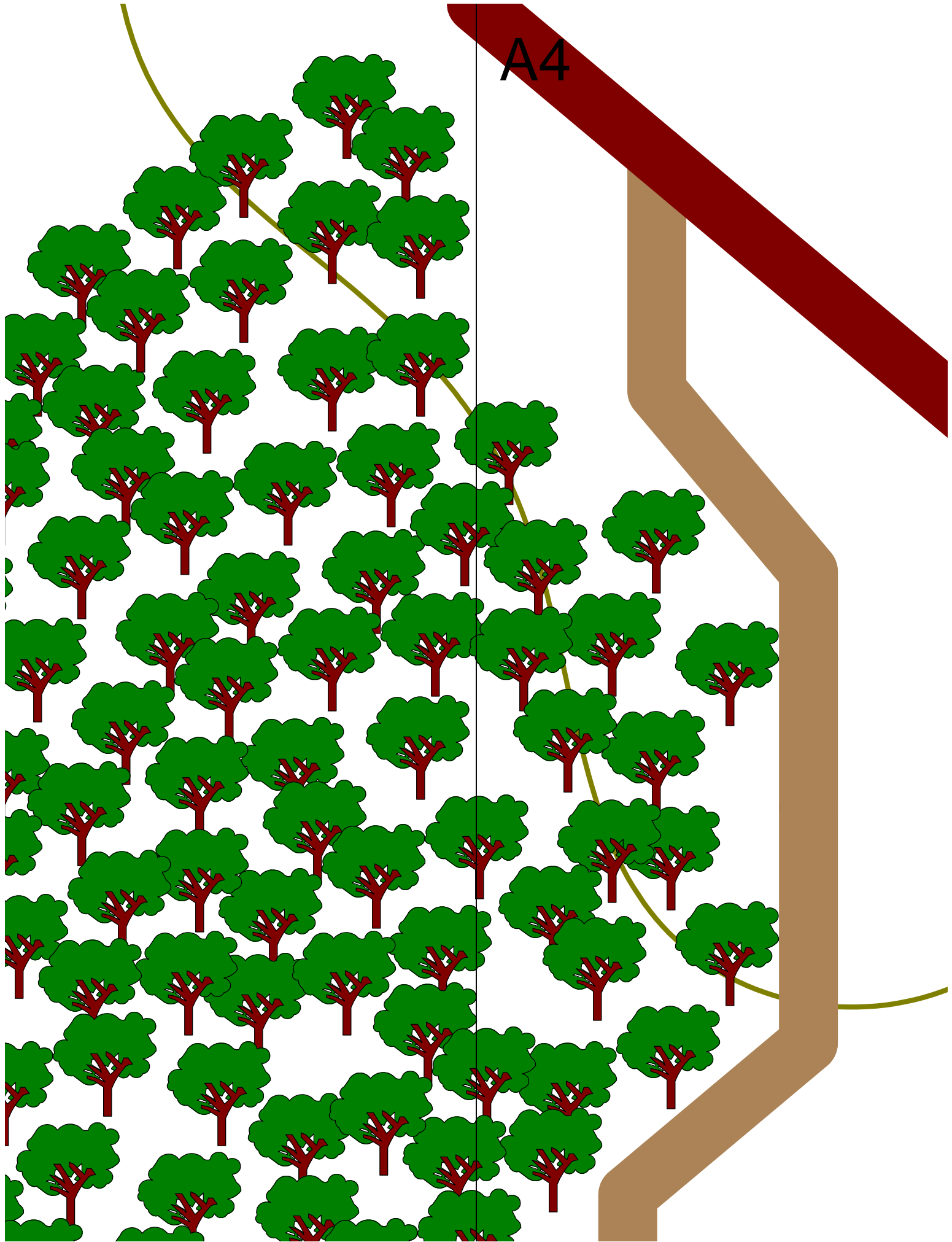
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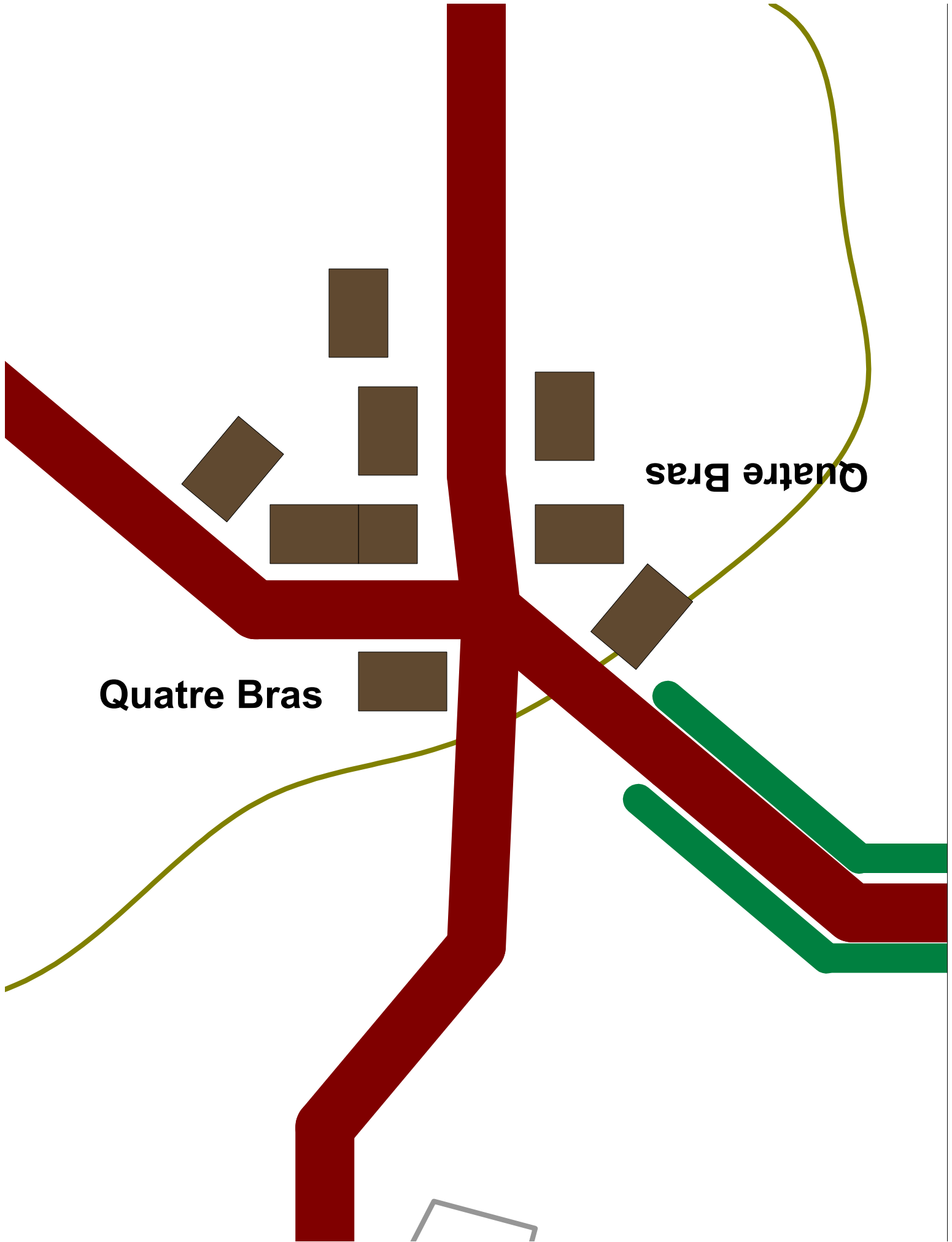




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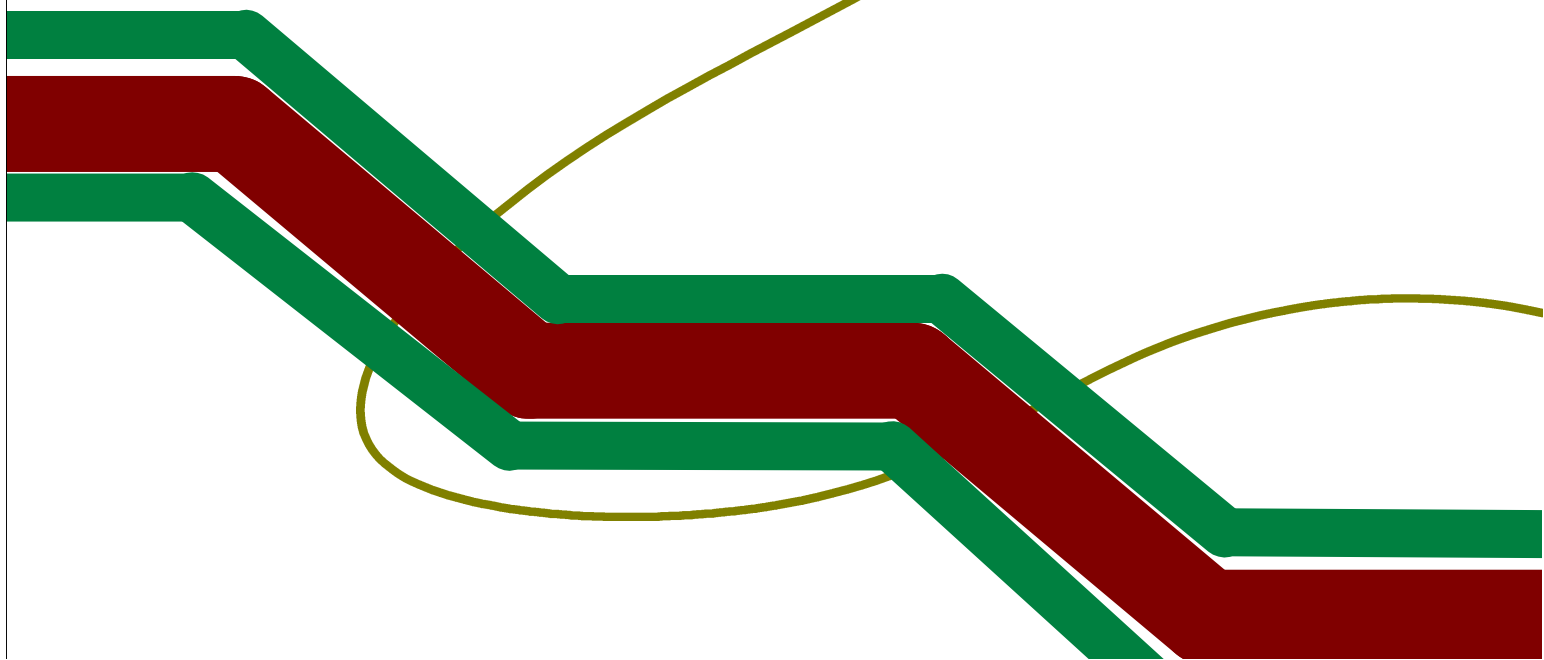




Quatre Bras

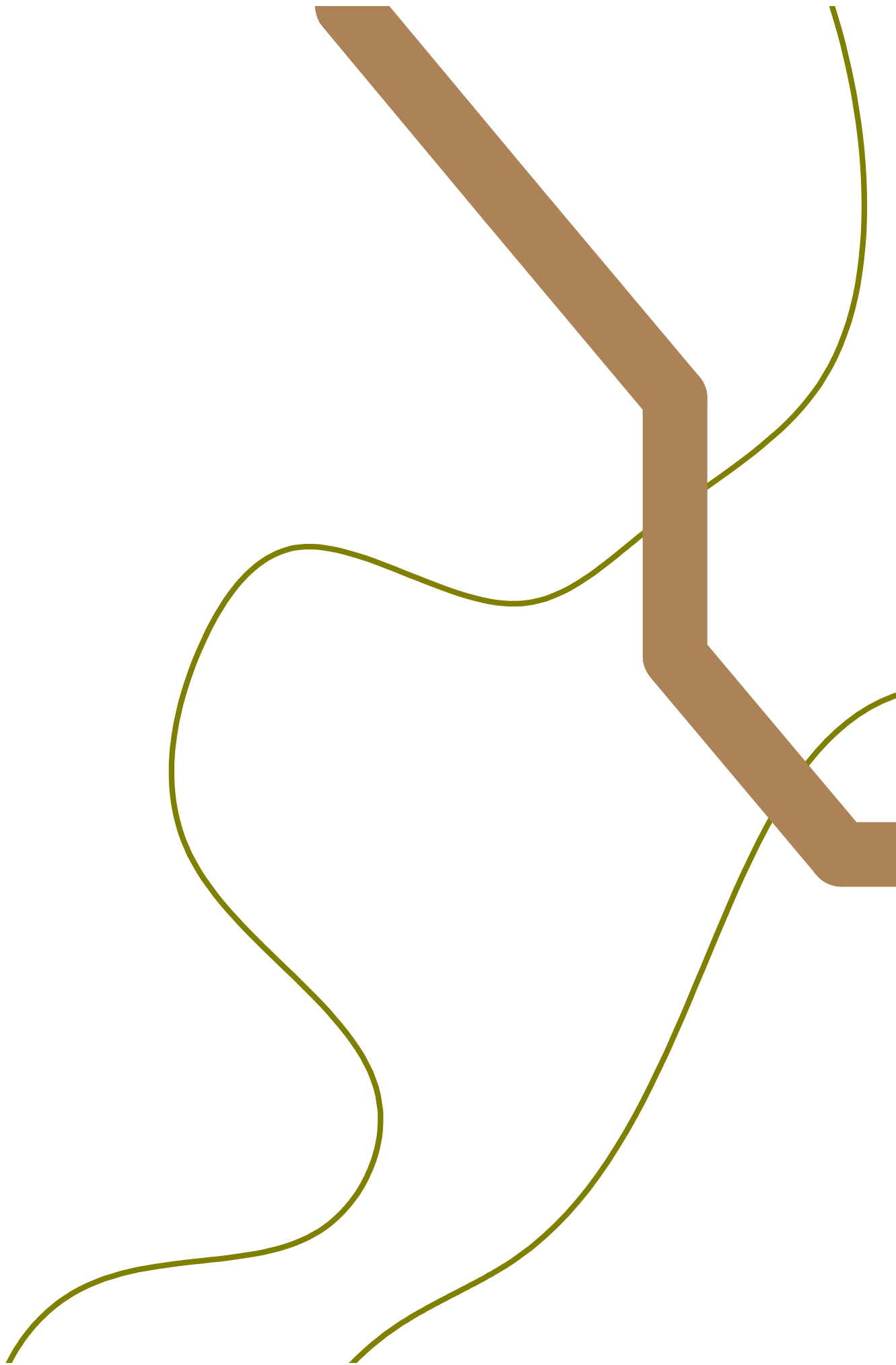
Quatre Bras

A5

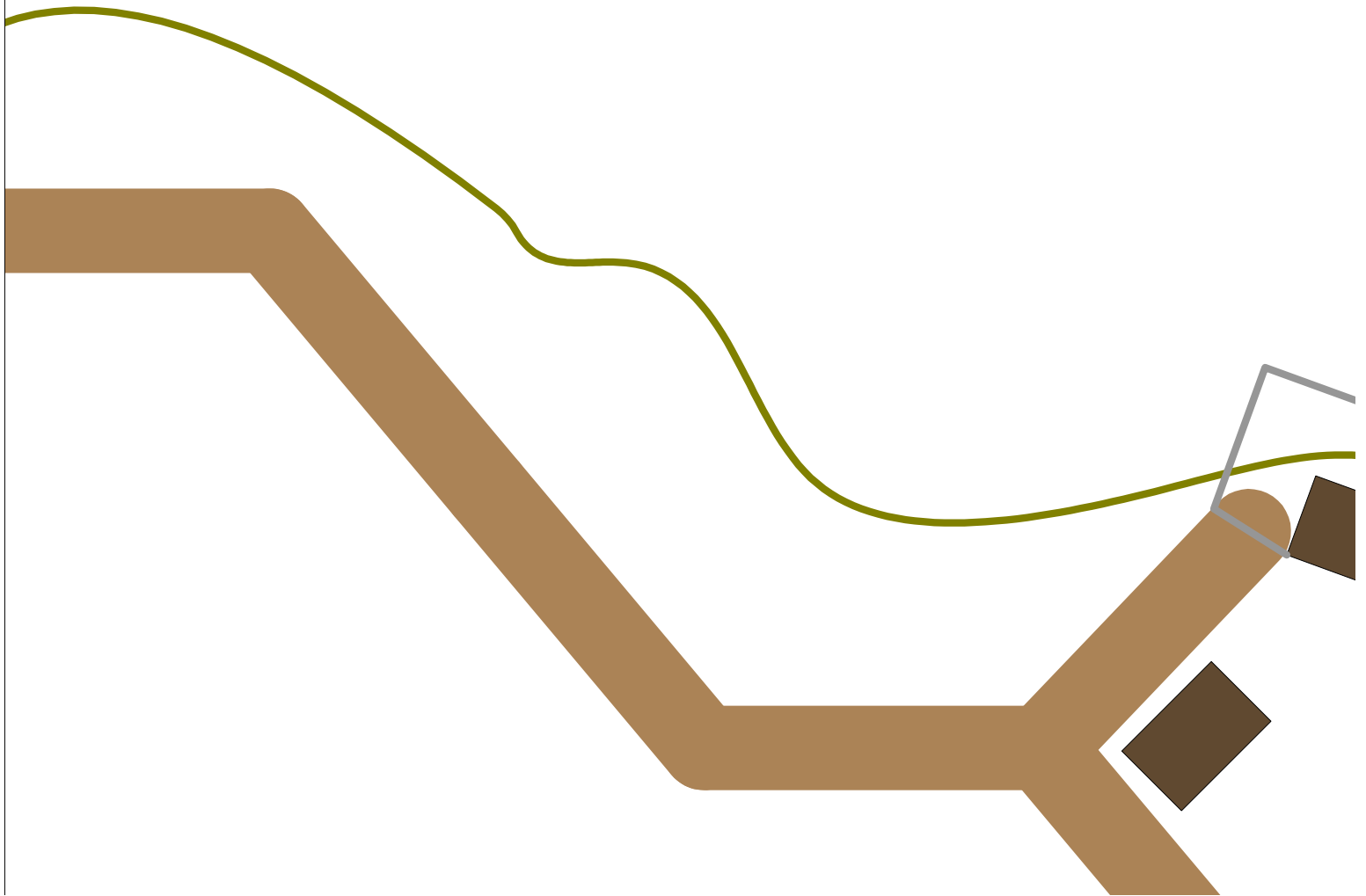


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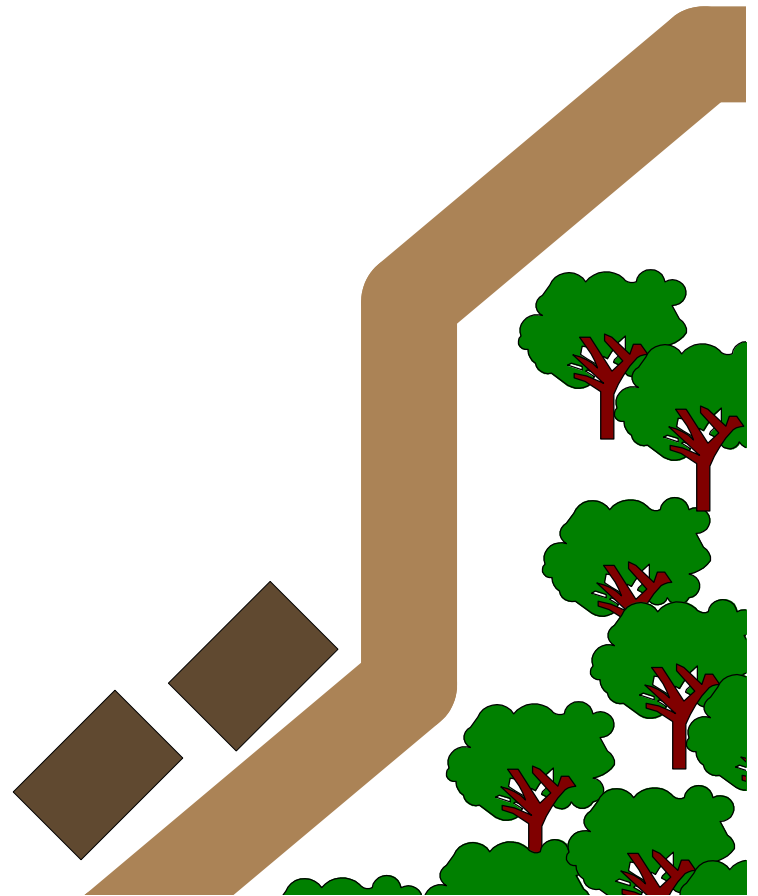
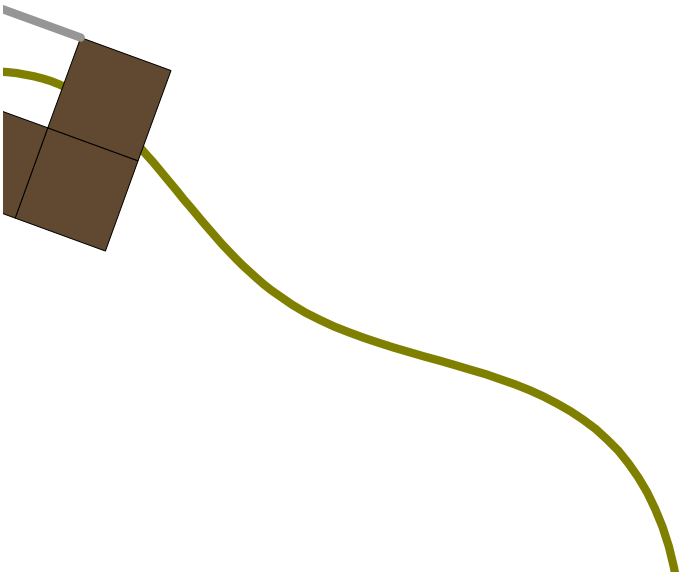


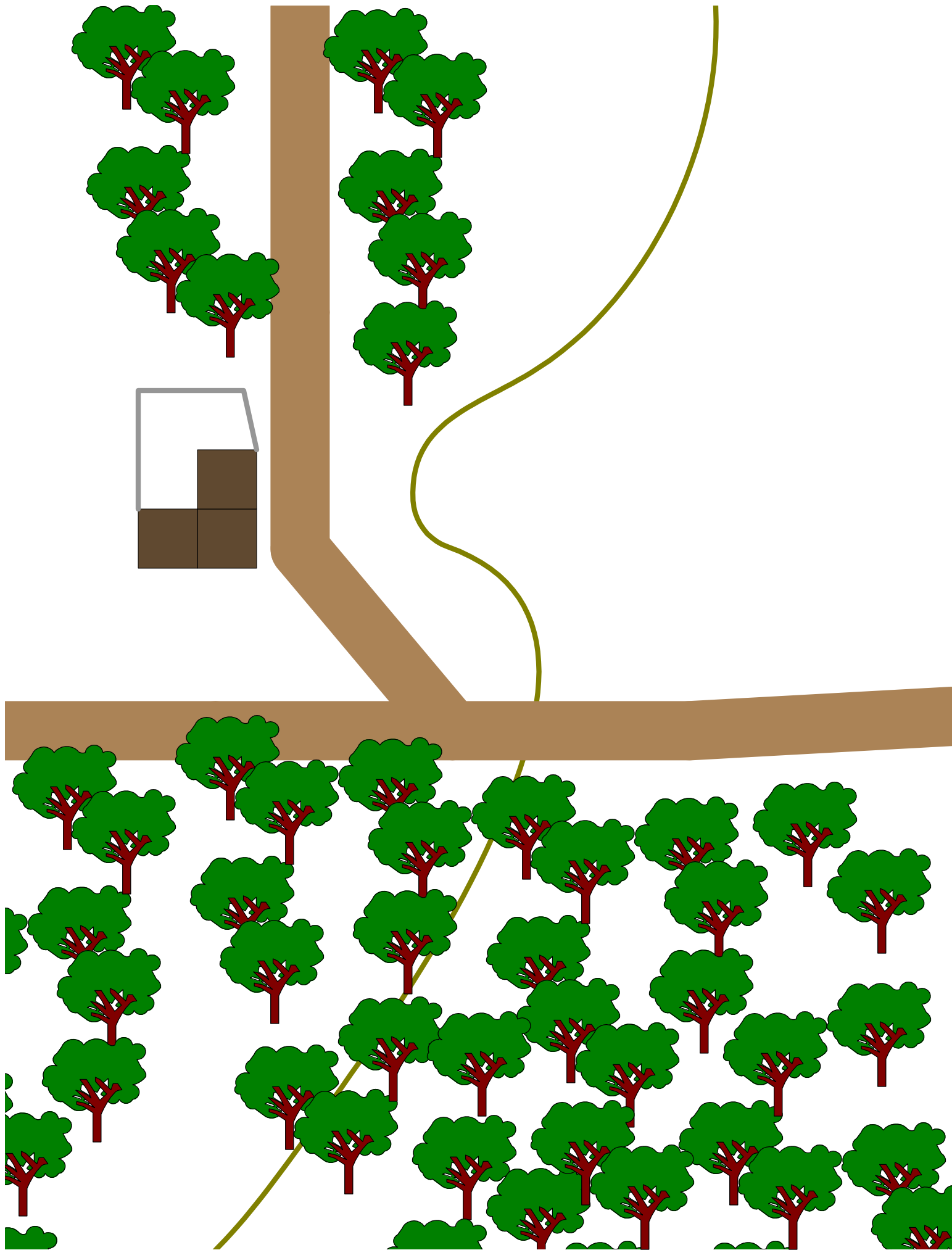


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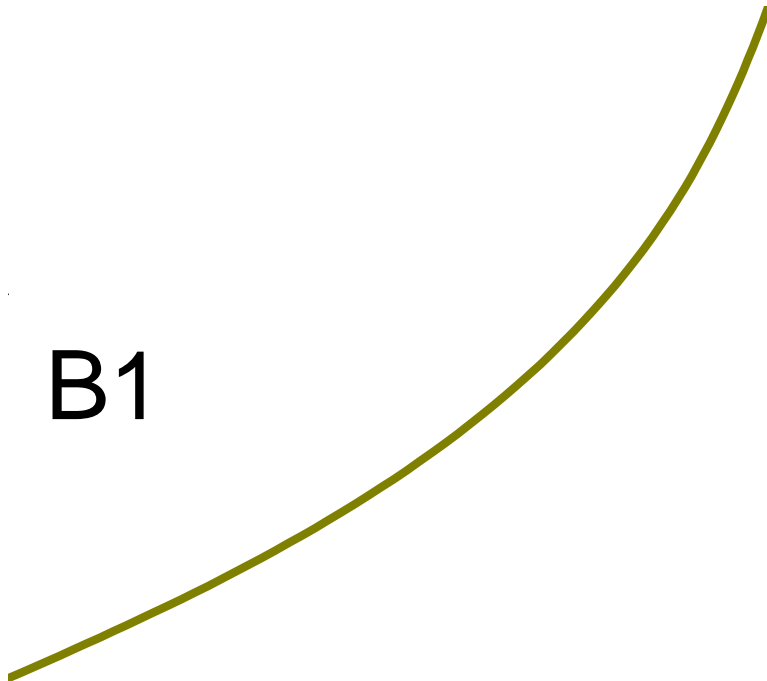


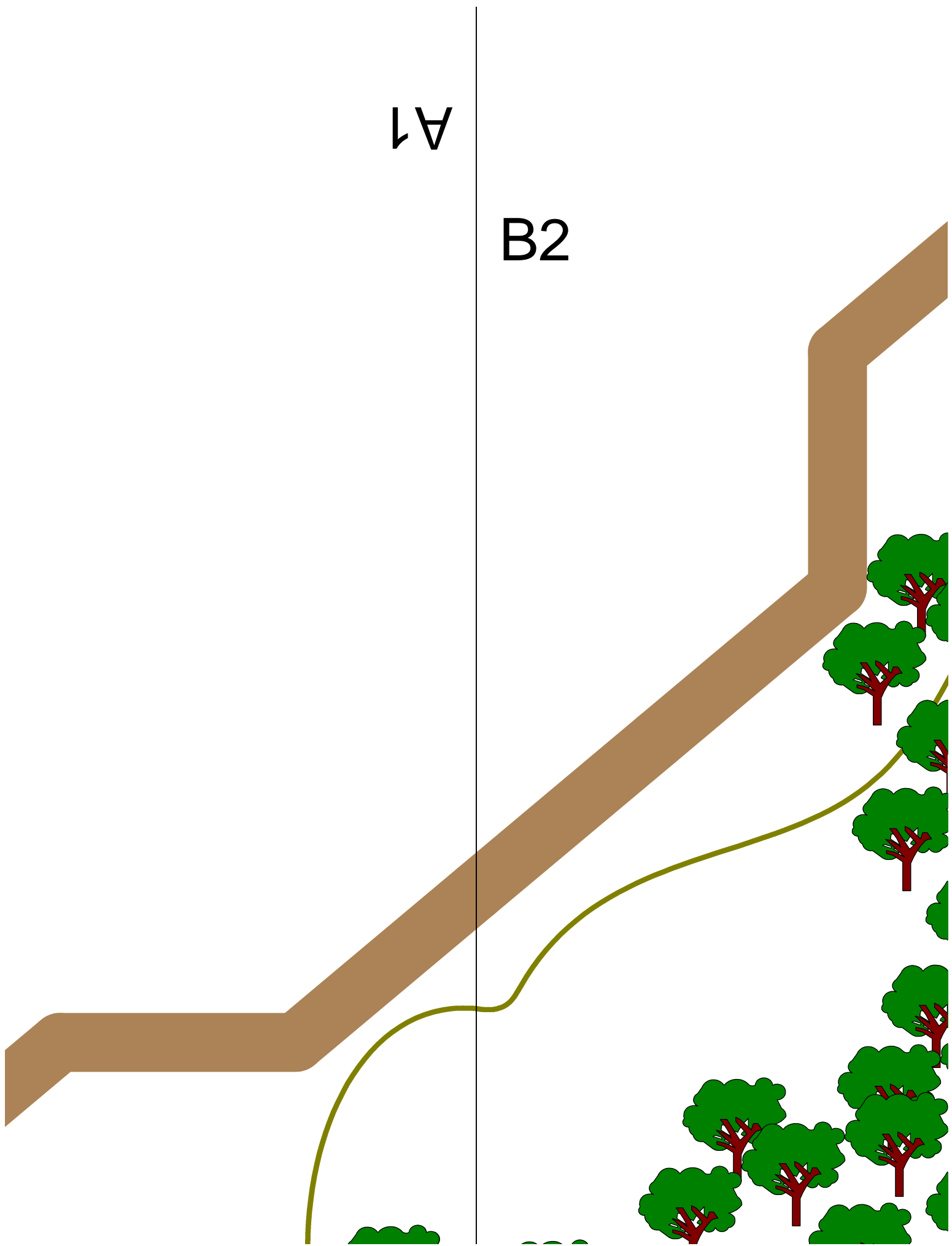
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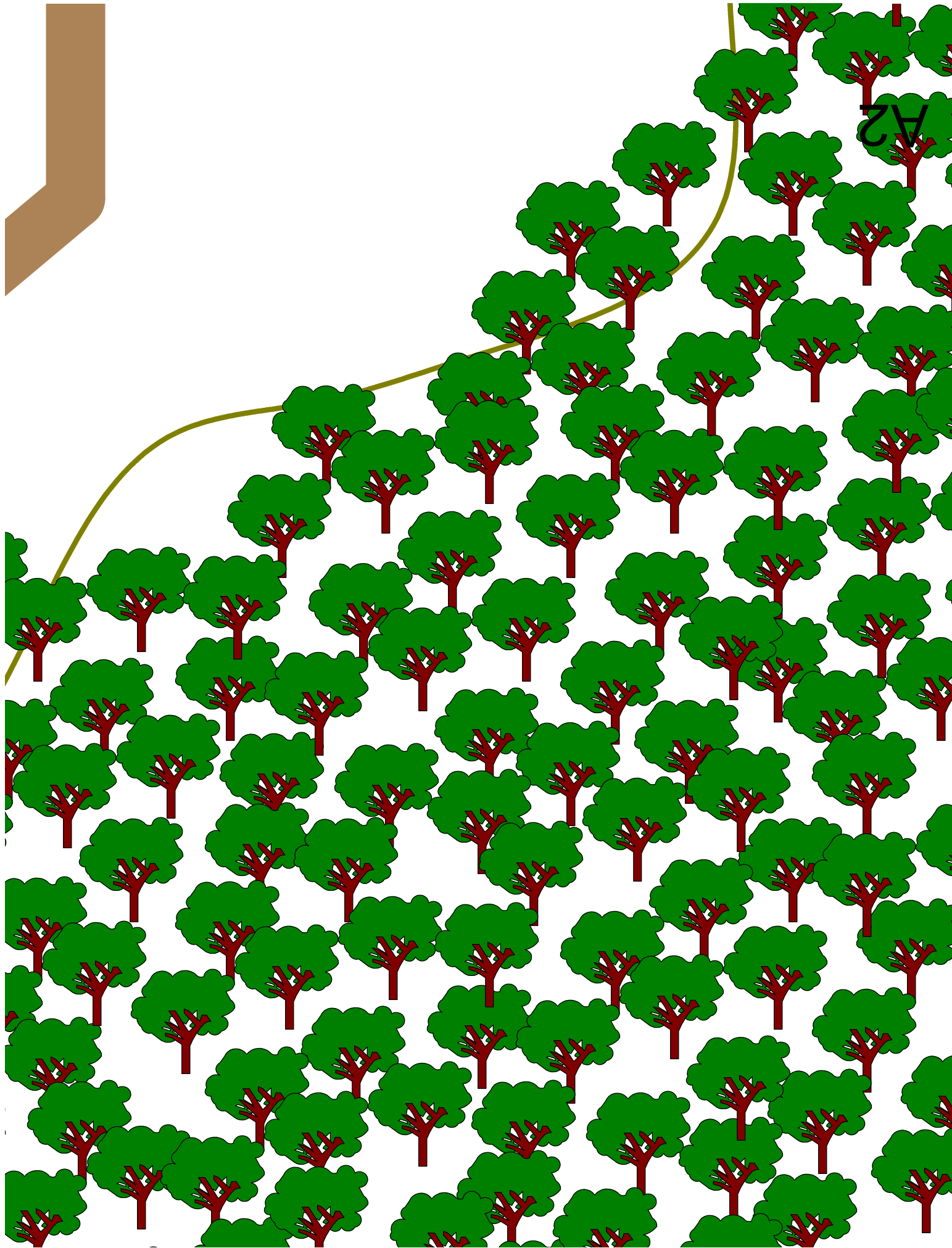
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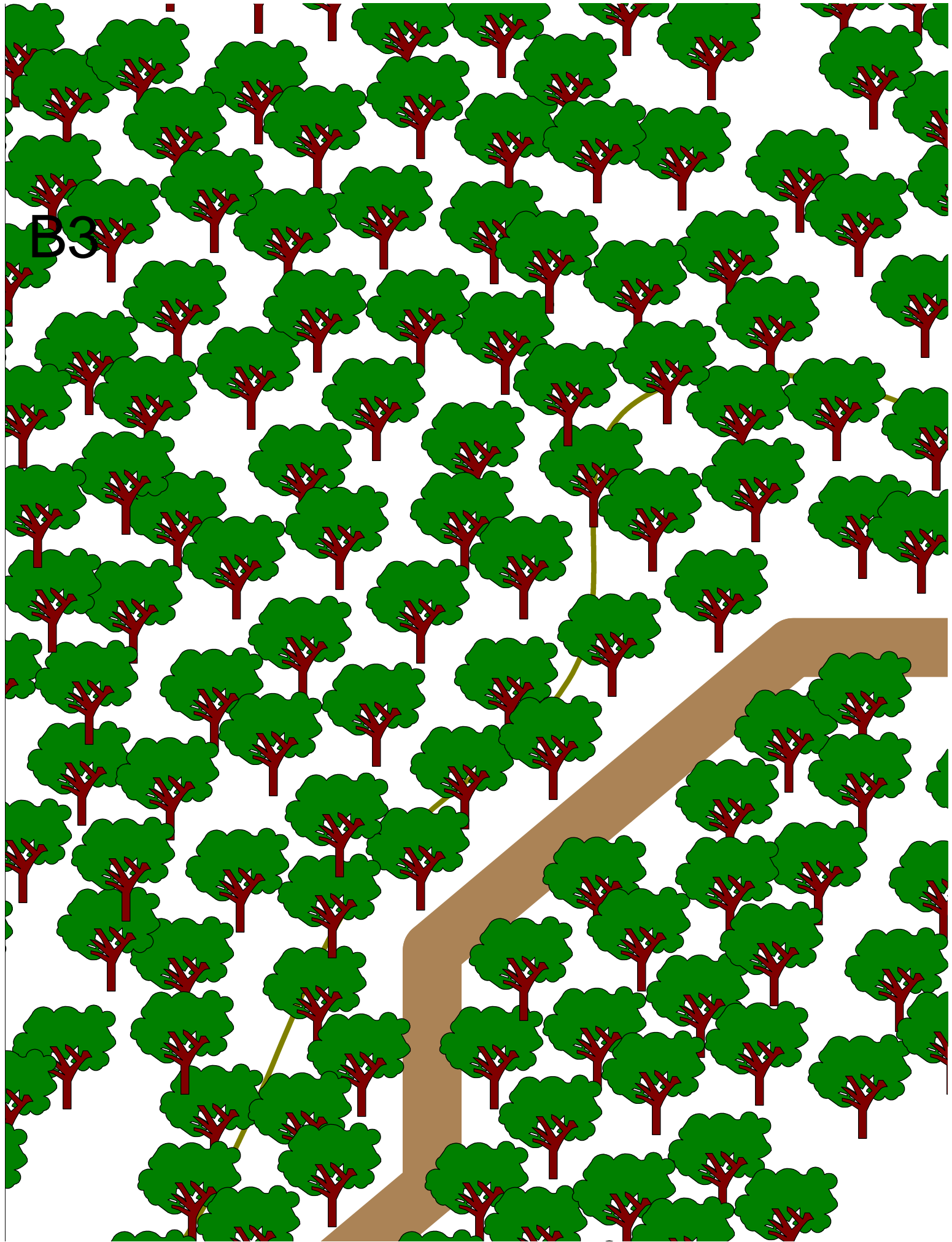




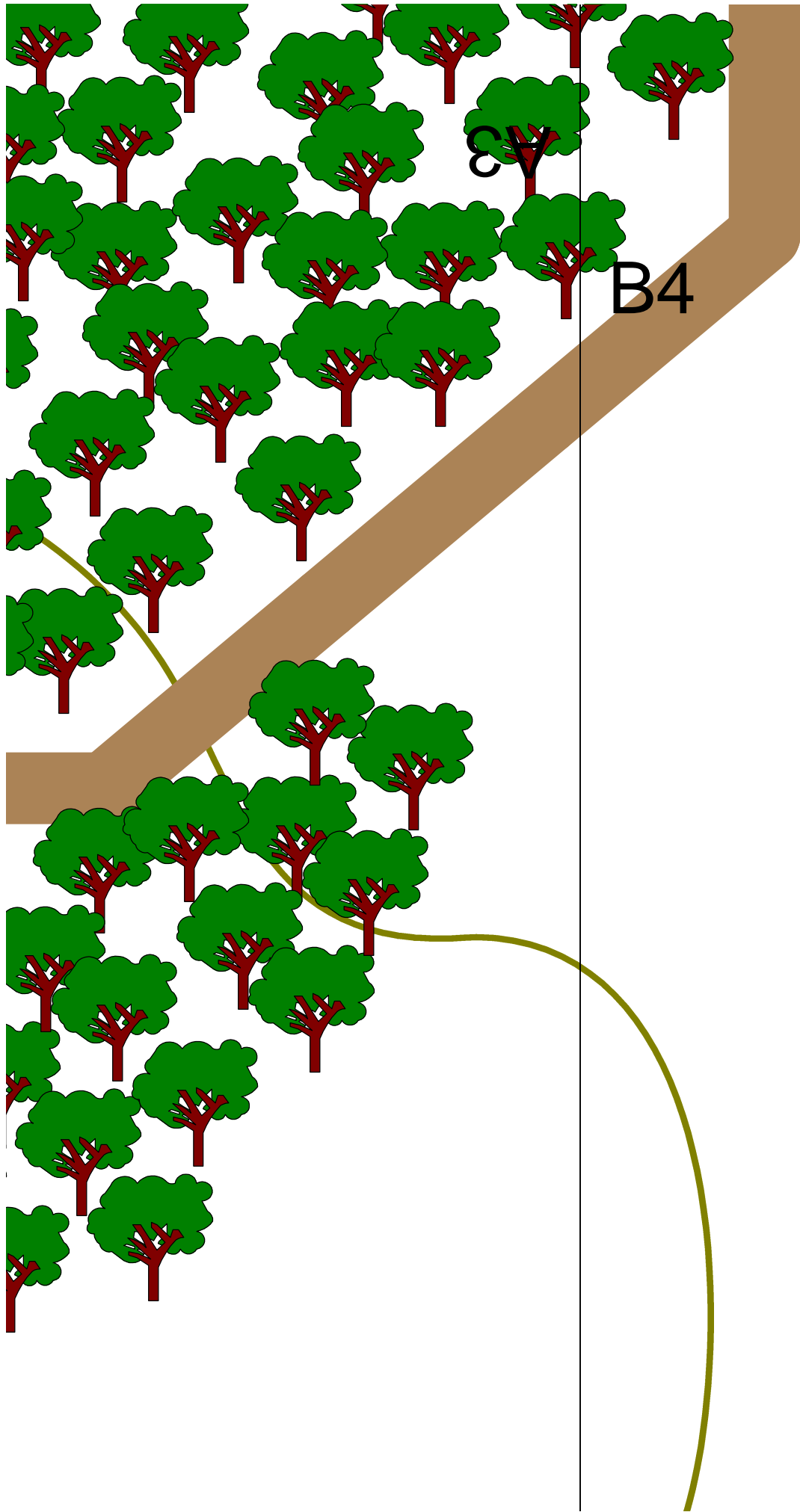
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B2

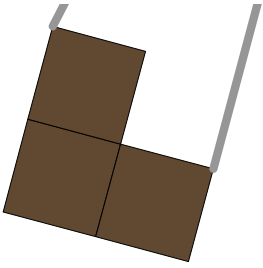




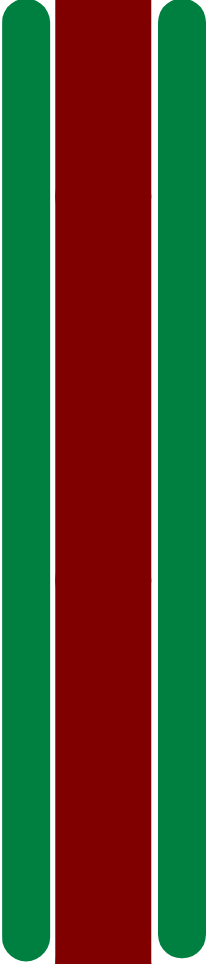
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La Bergerie



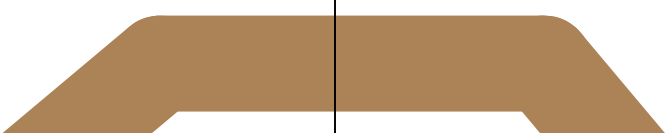
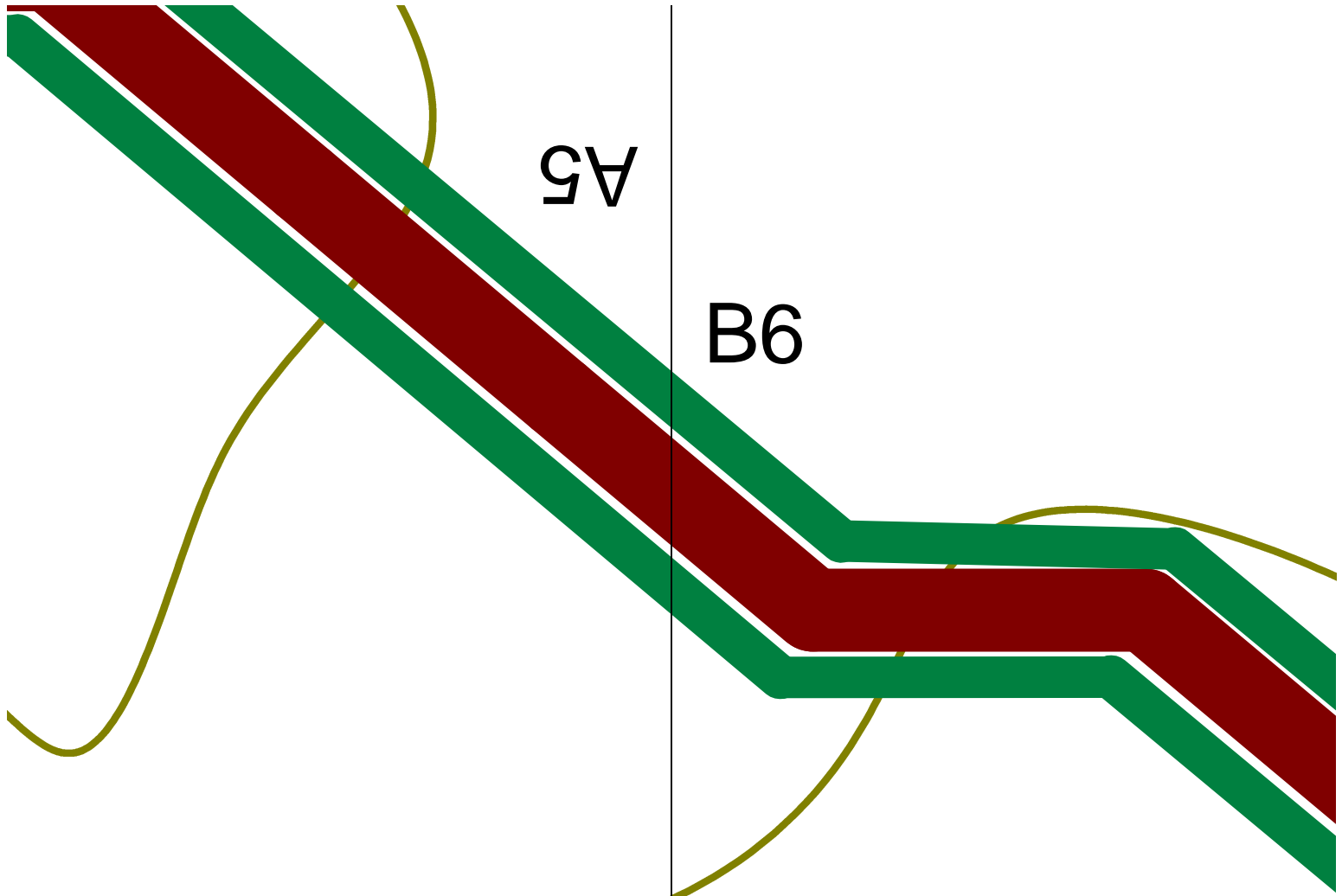
La Bergerie

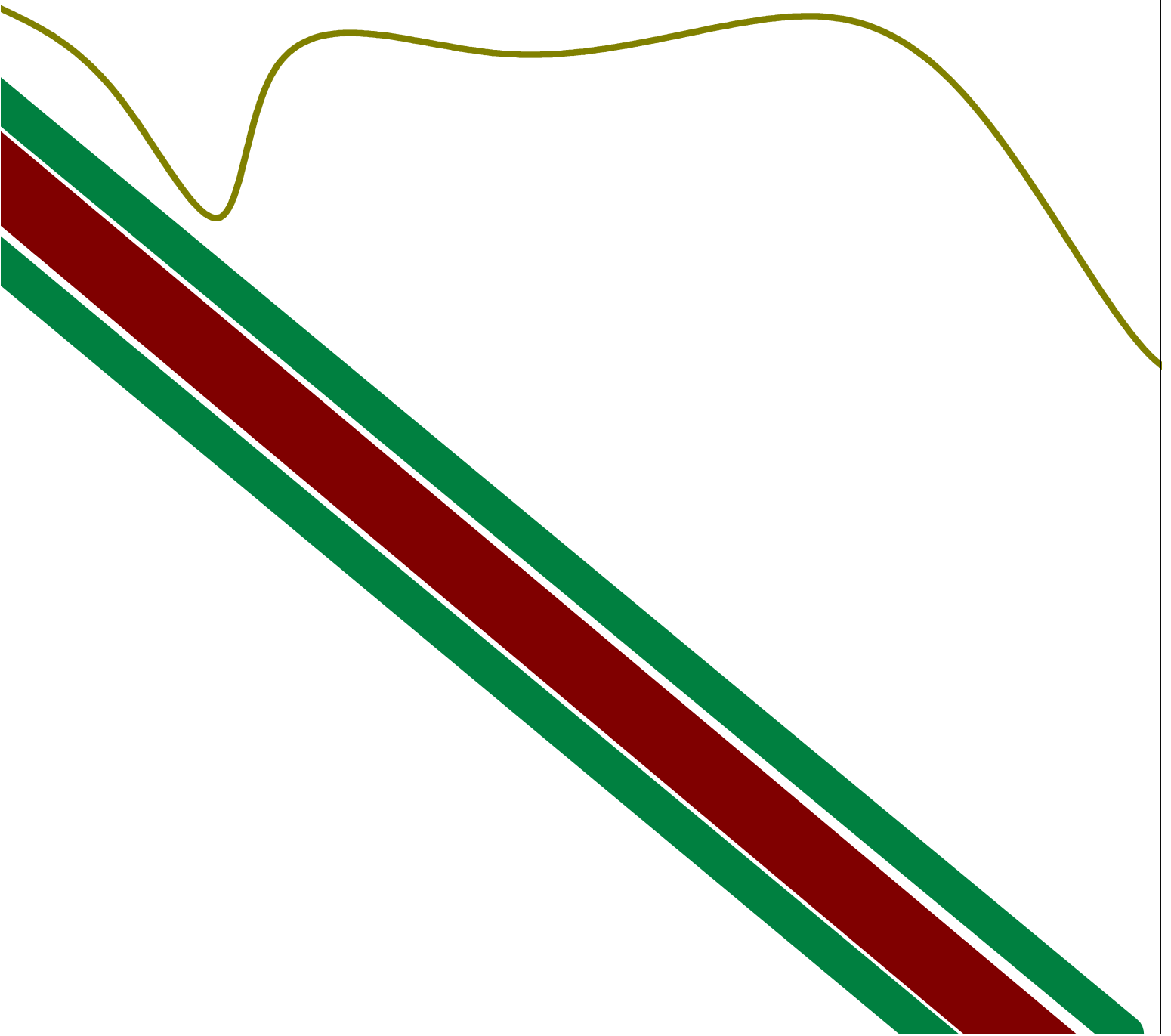




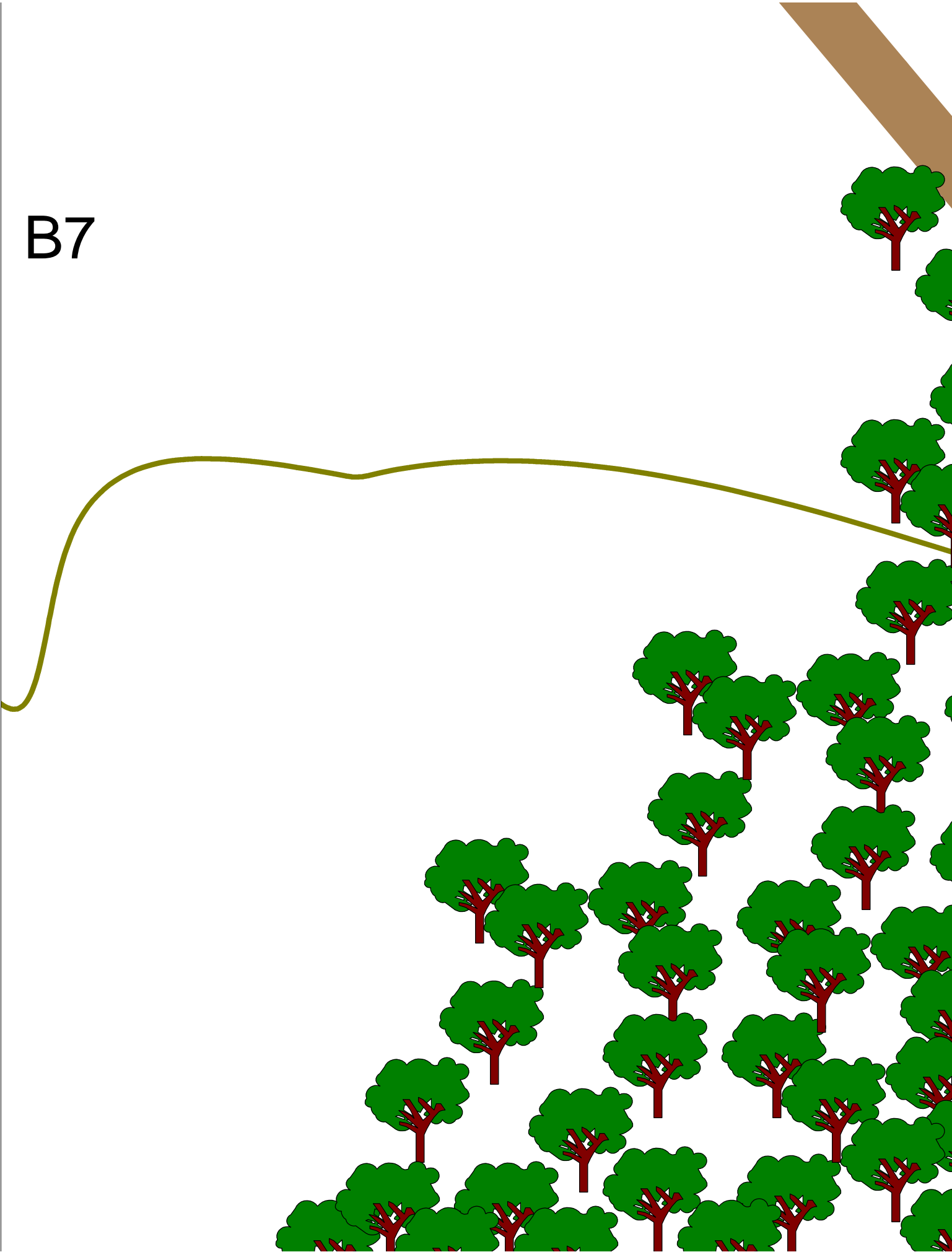
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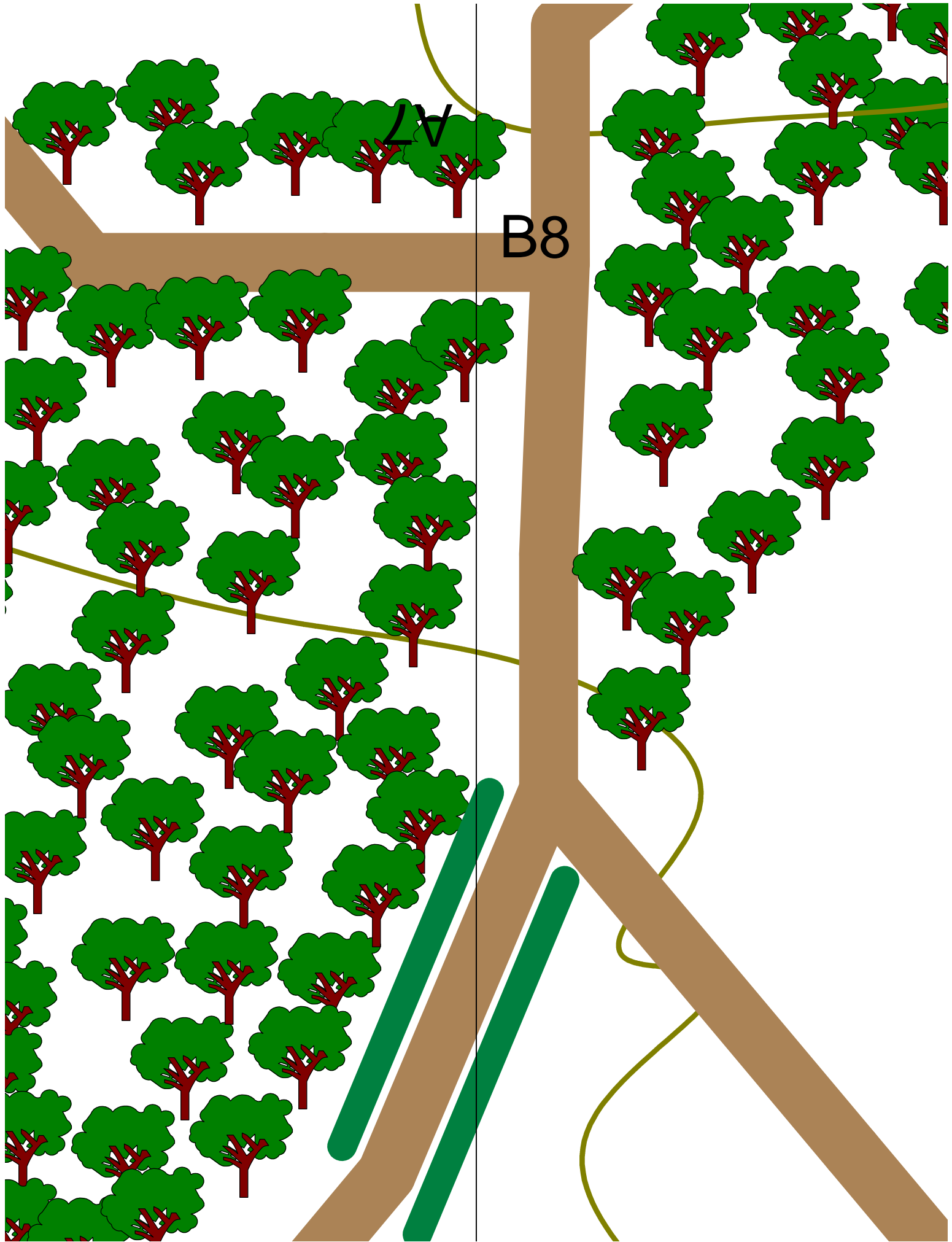


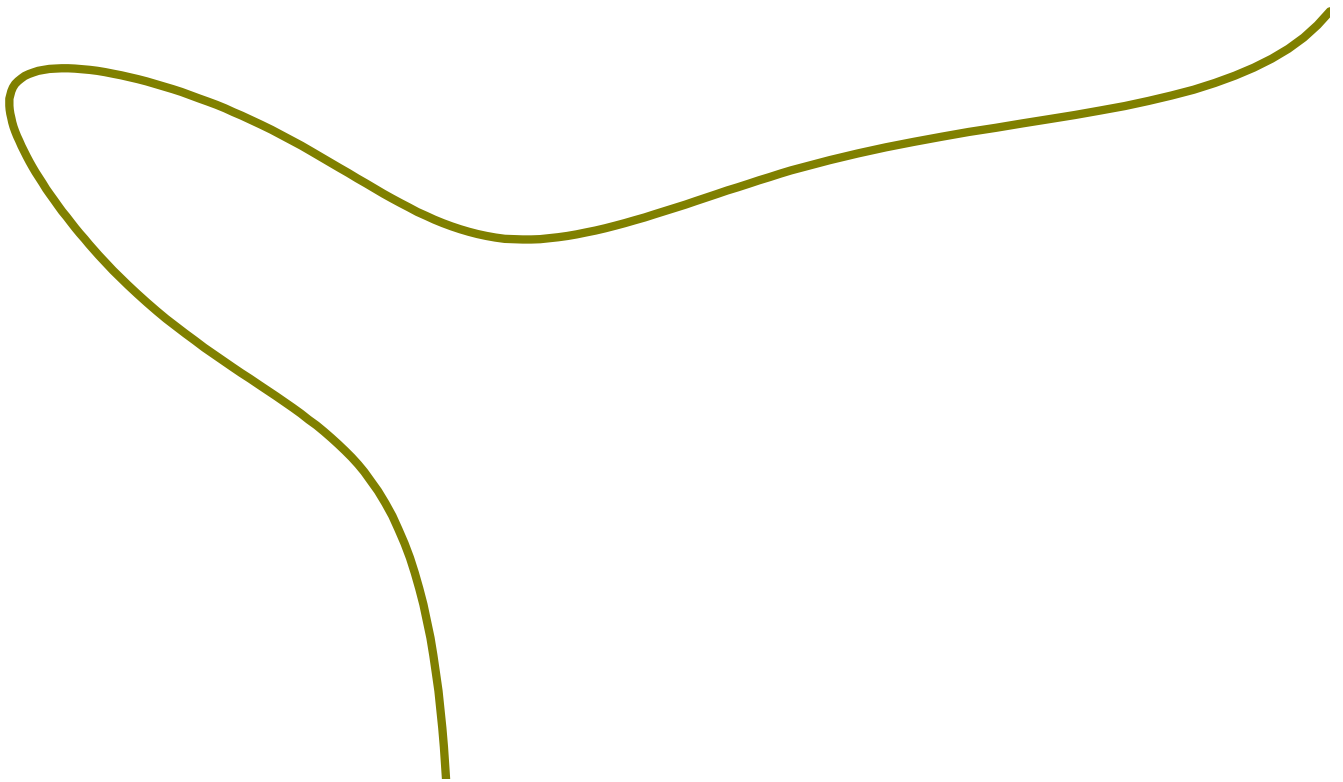
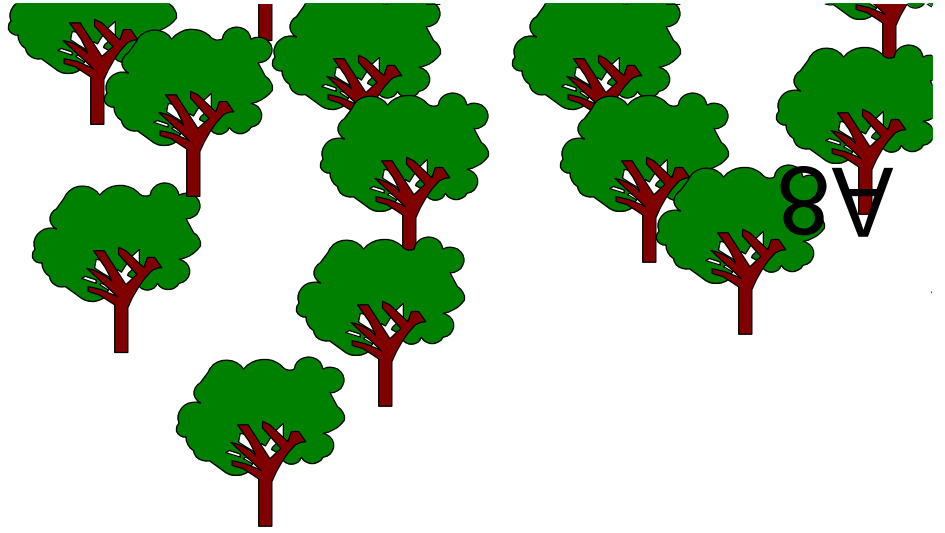
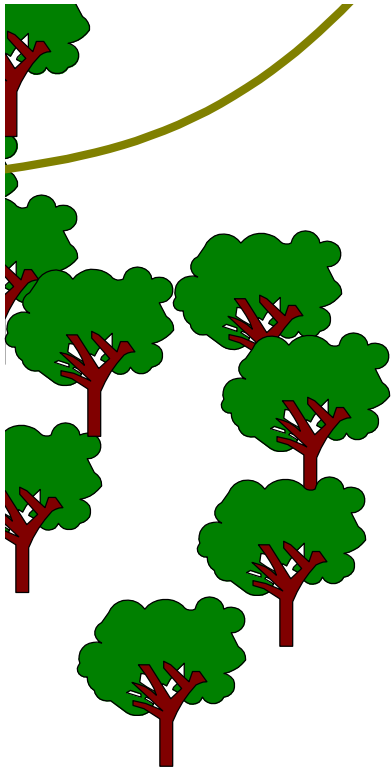


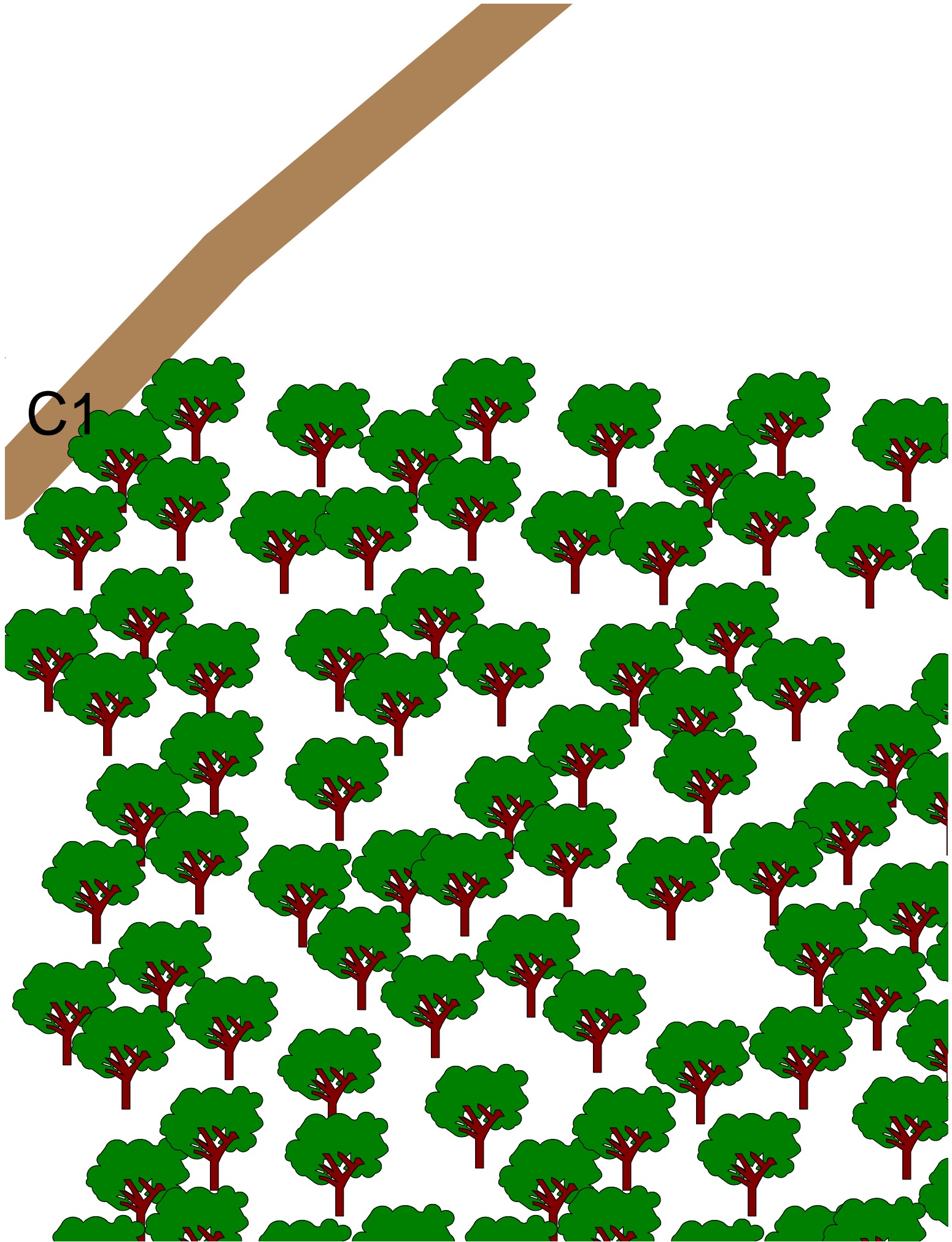


B7

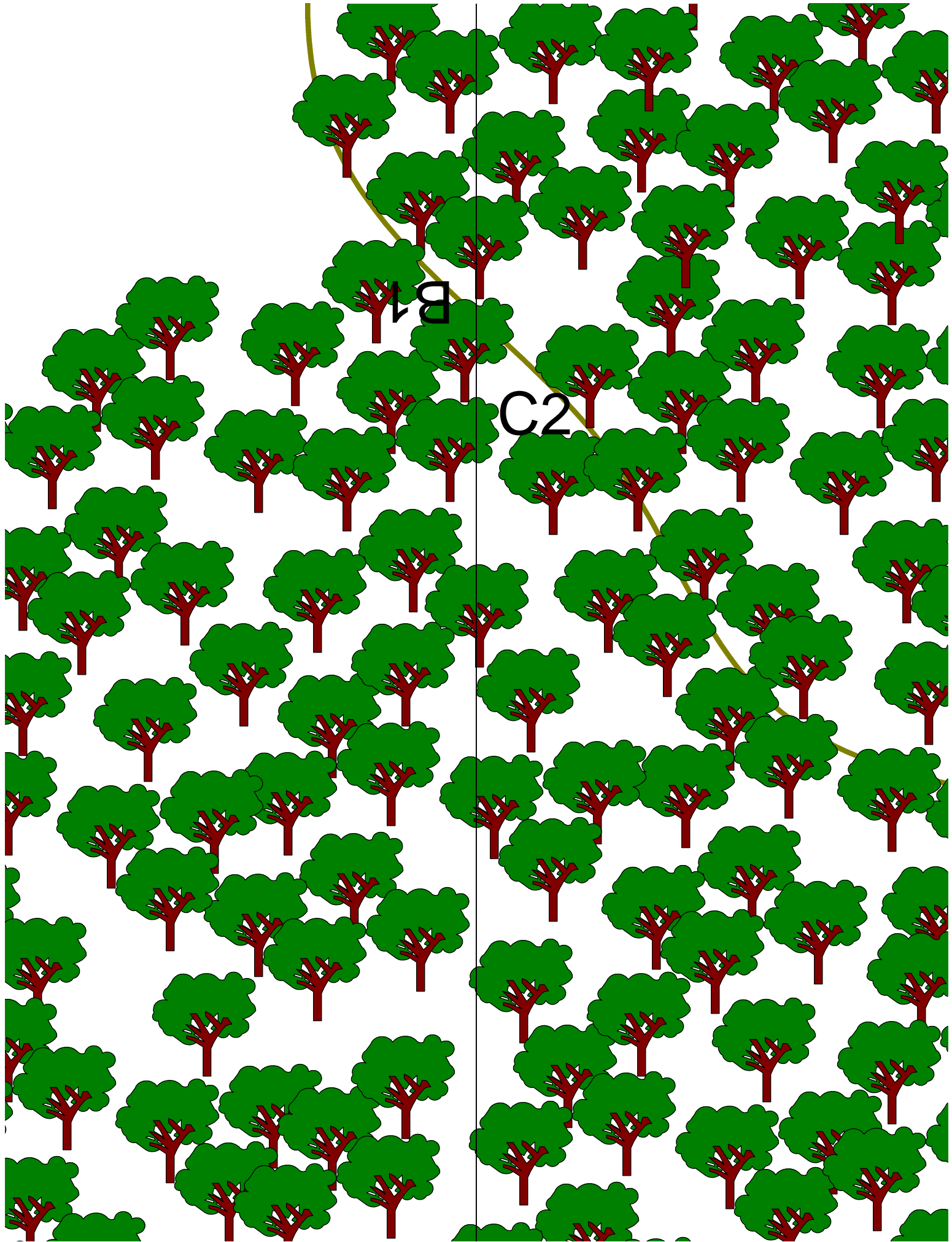


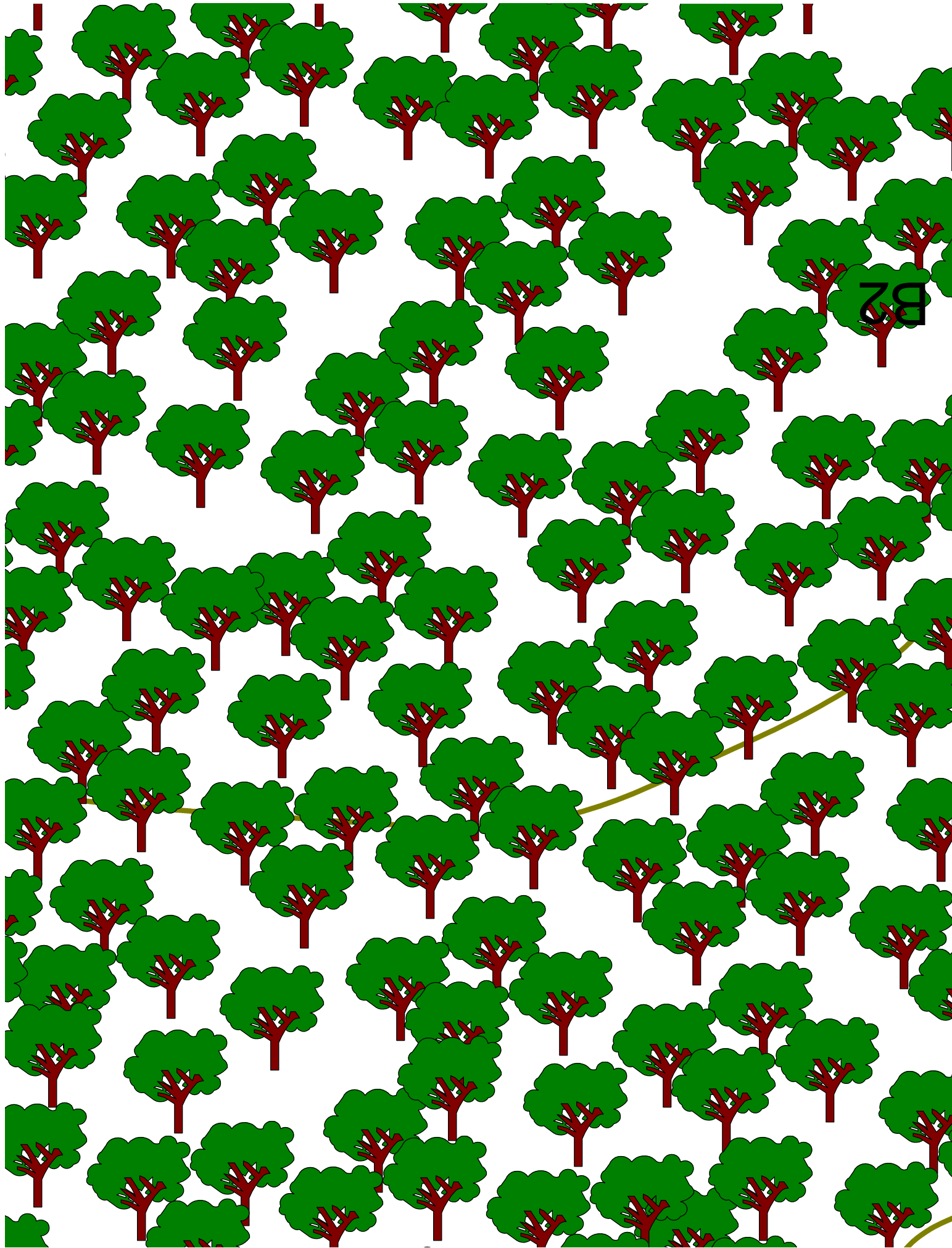


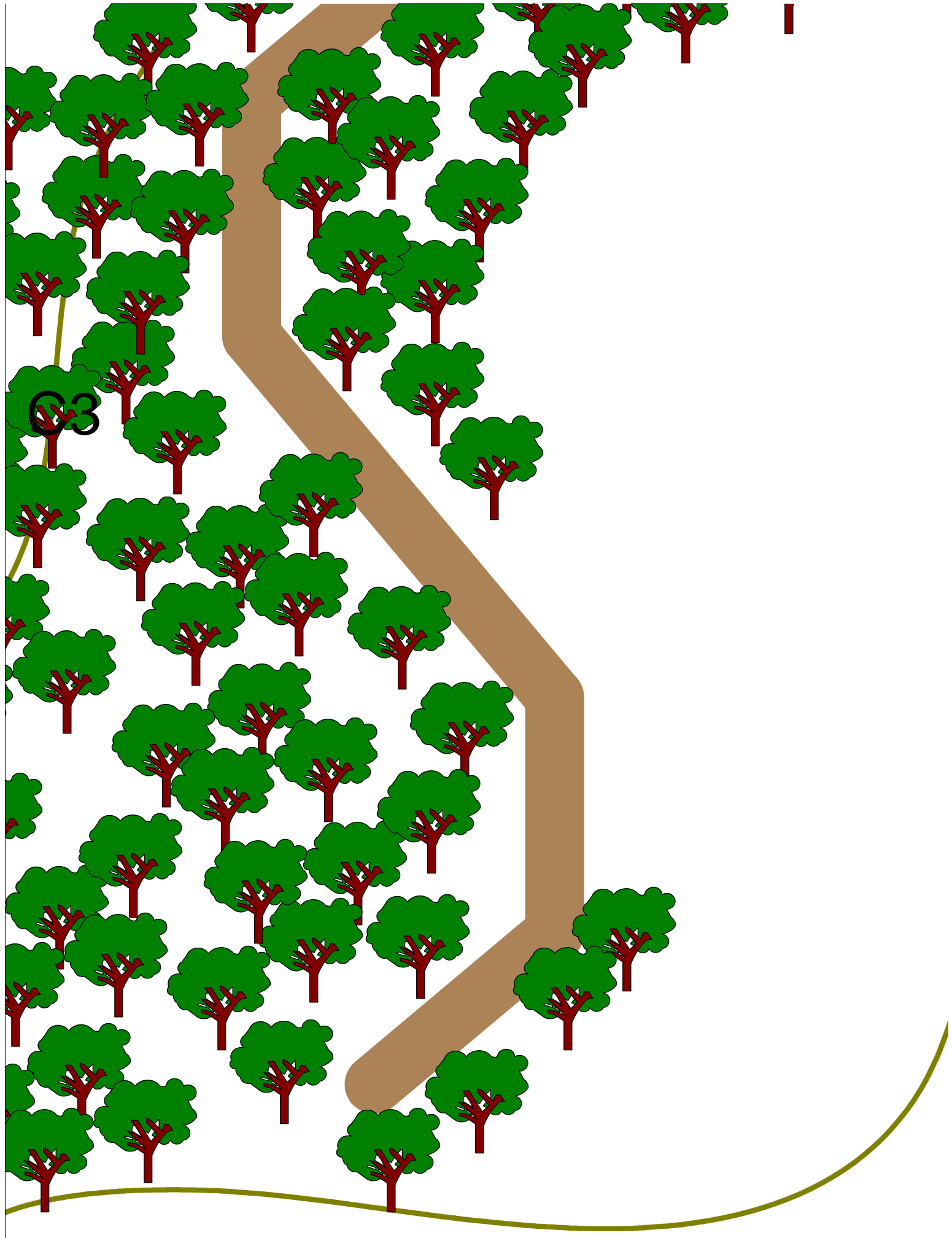


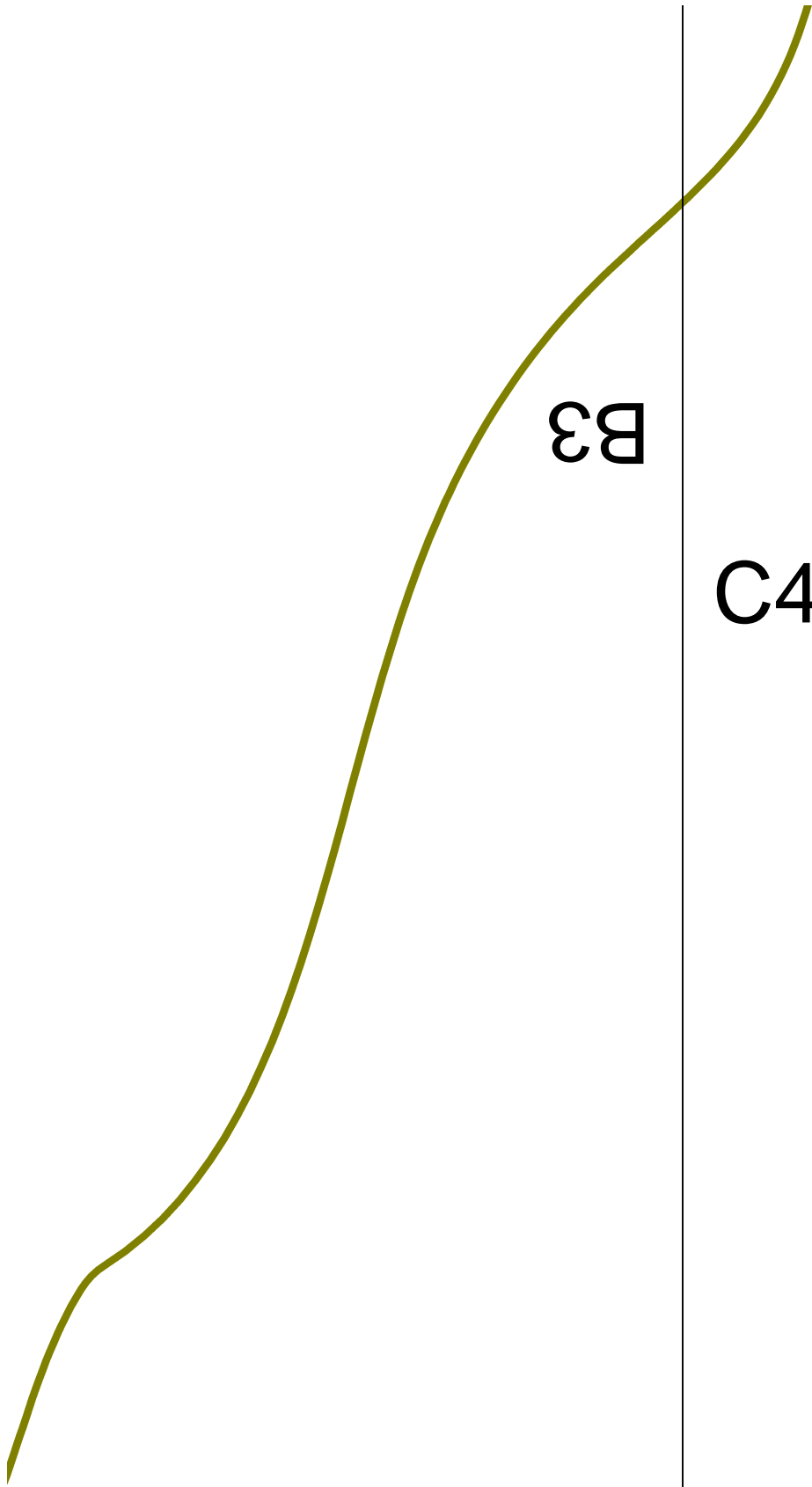


C1







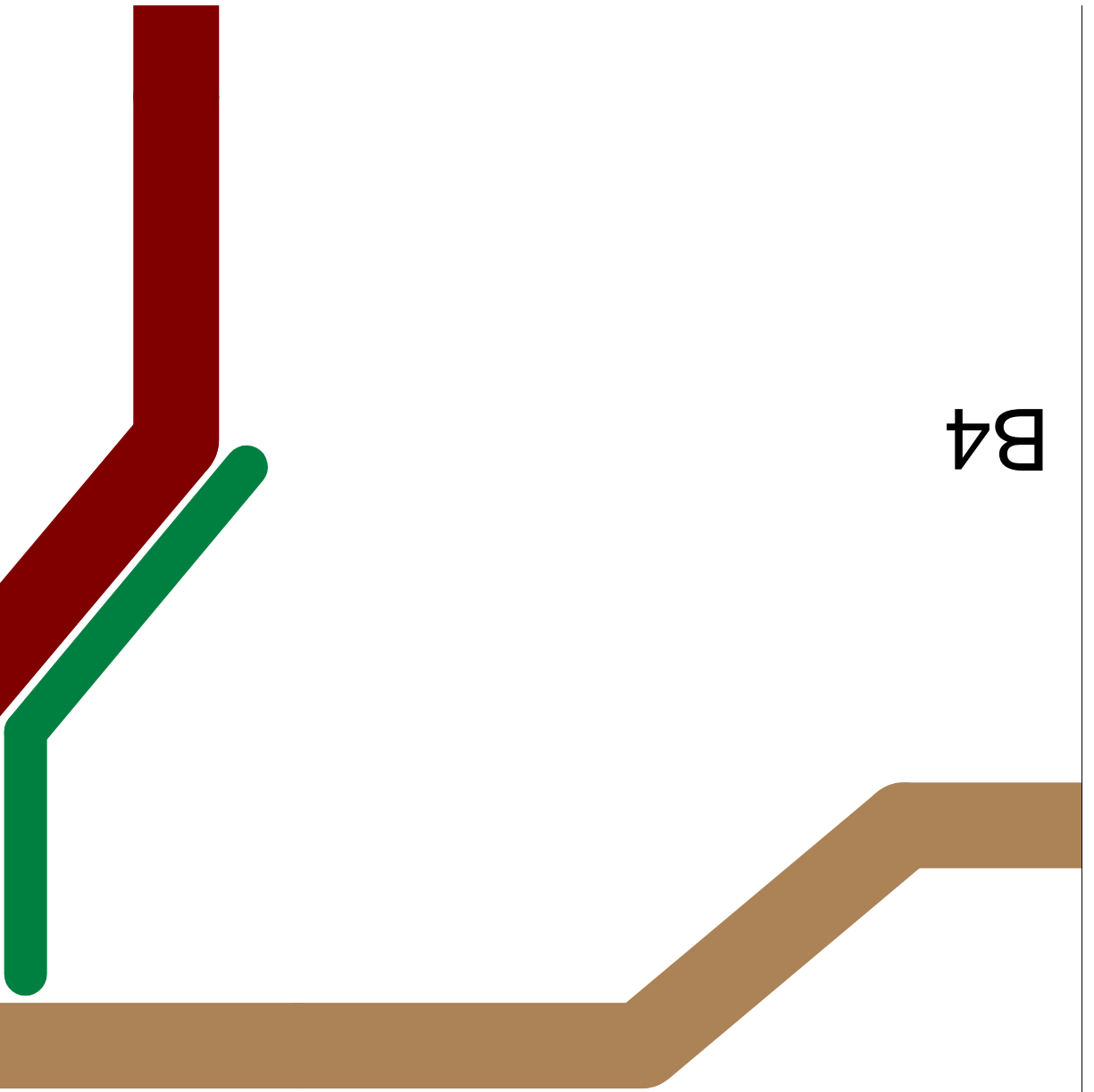


B3

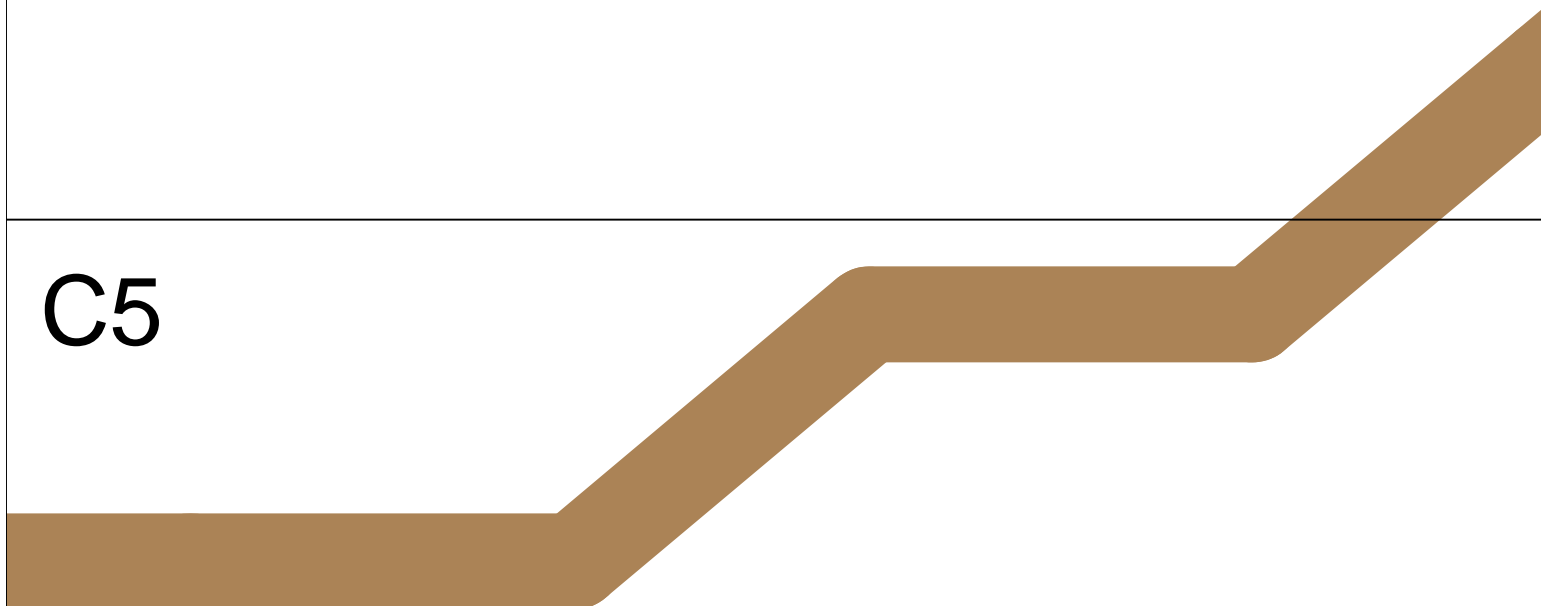
C4

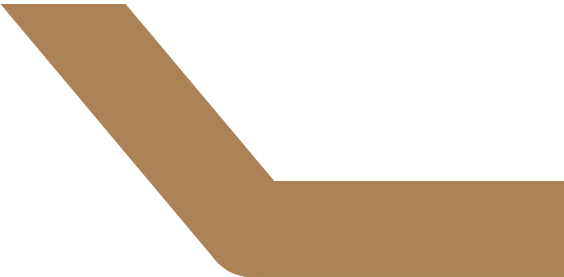
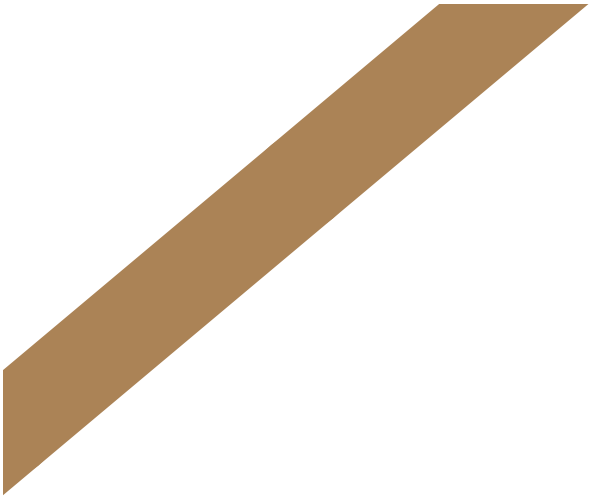


B4



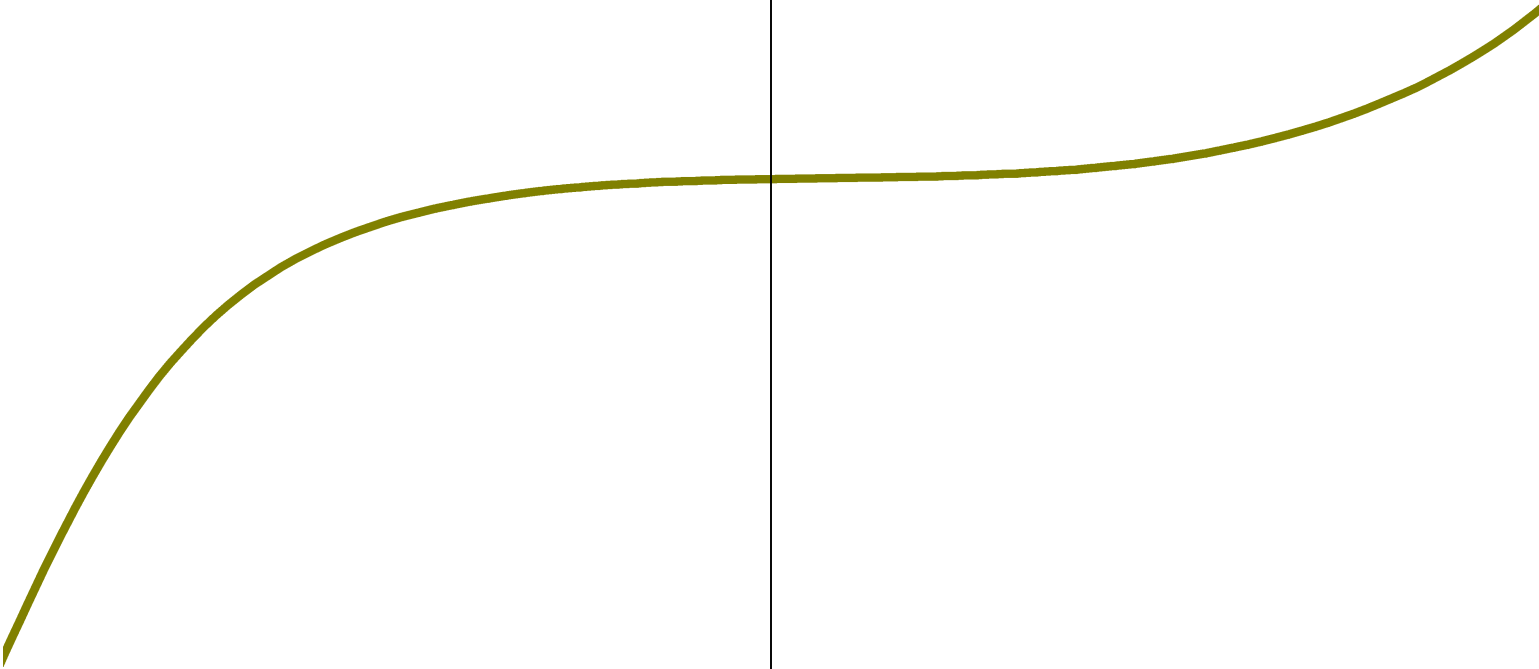
C5



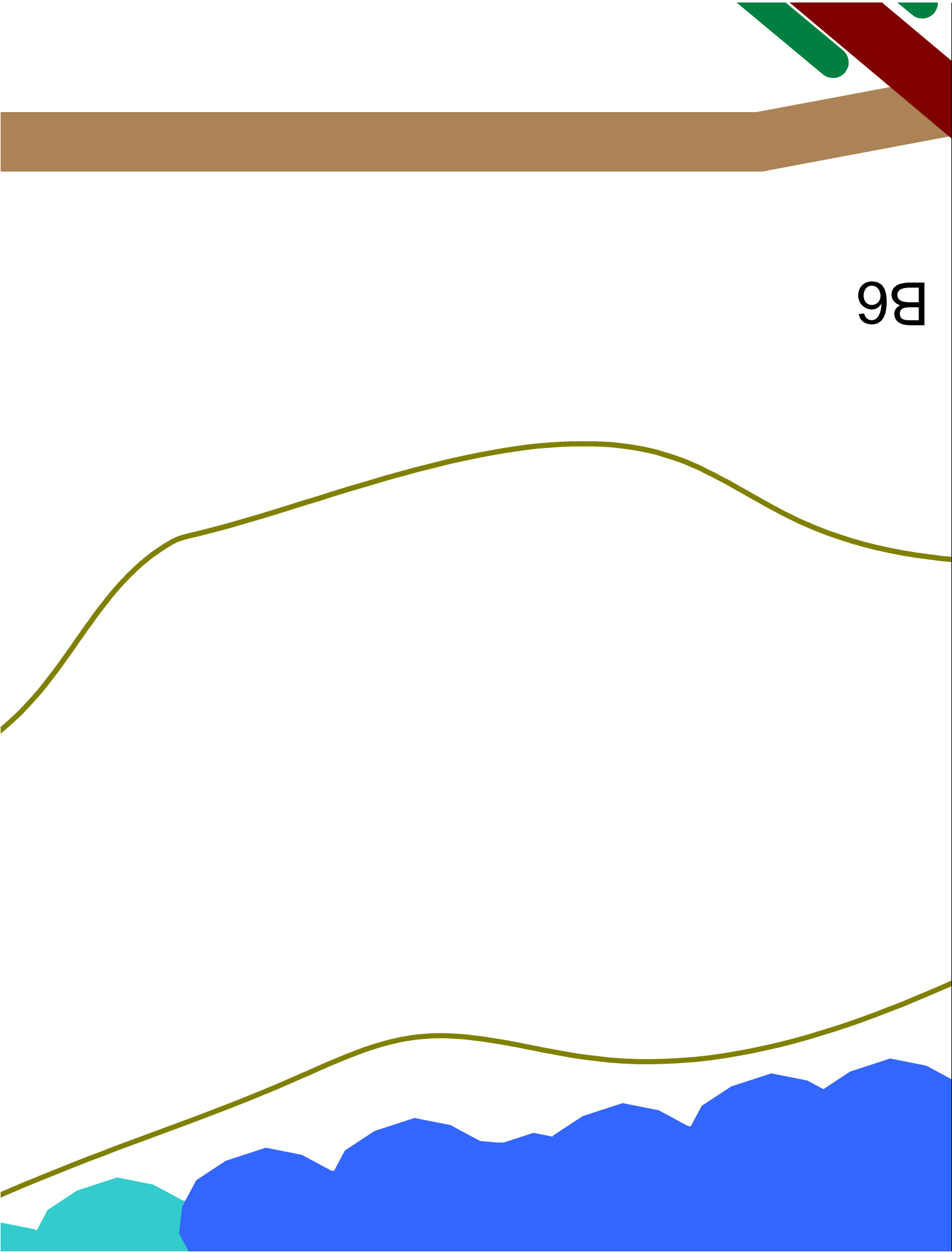


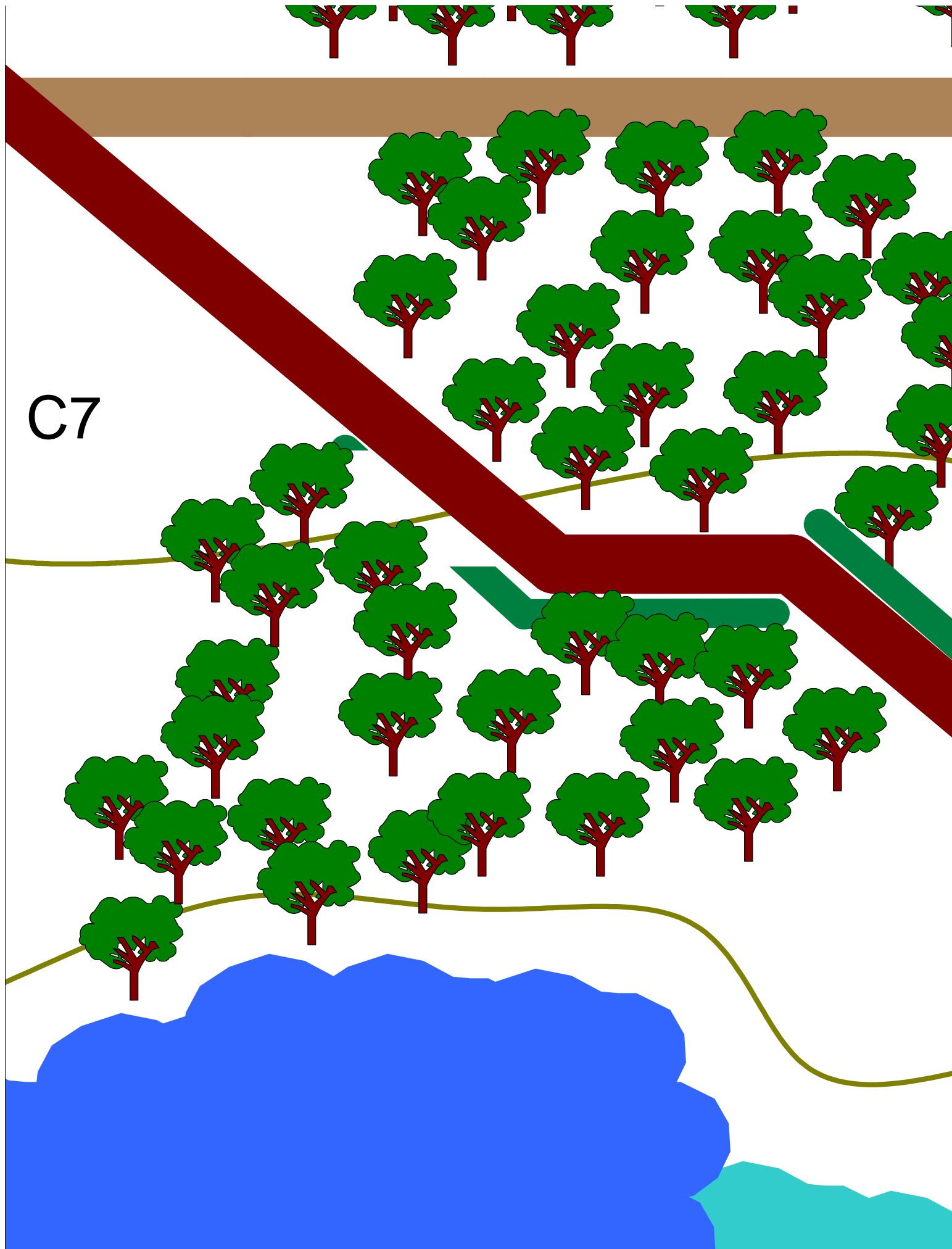
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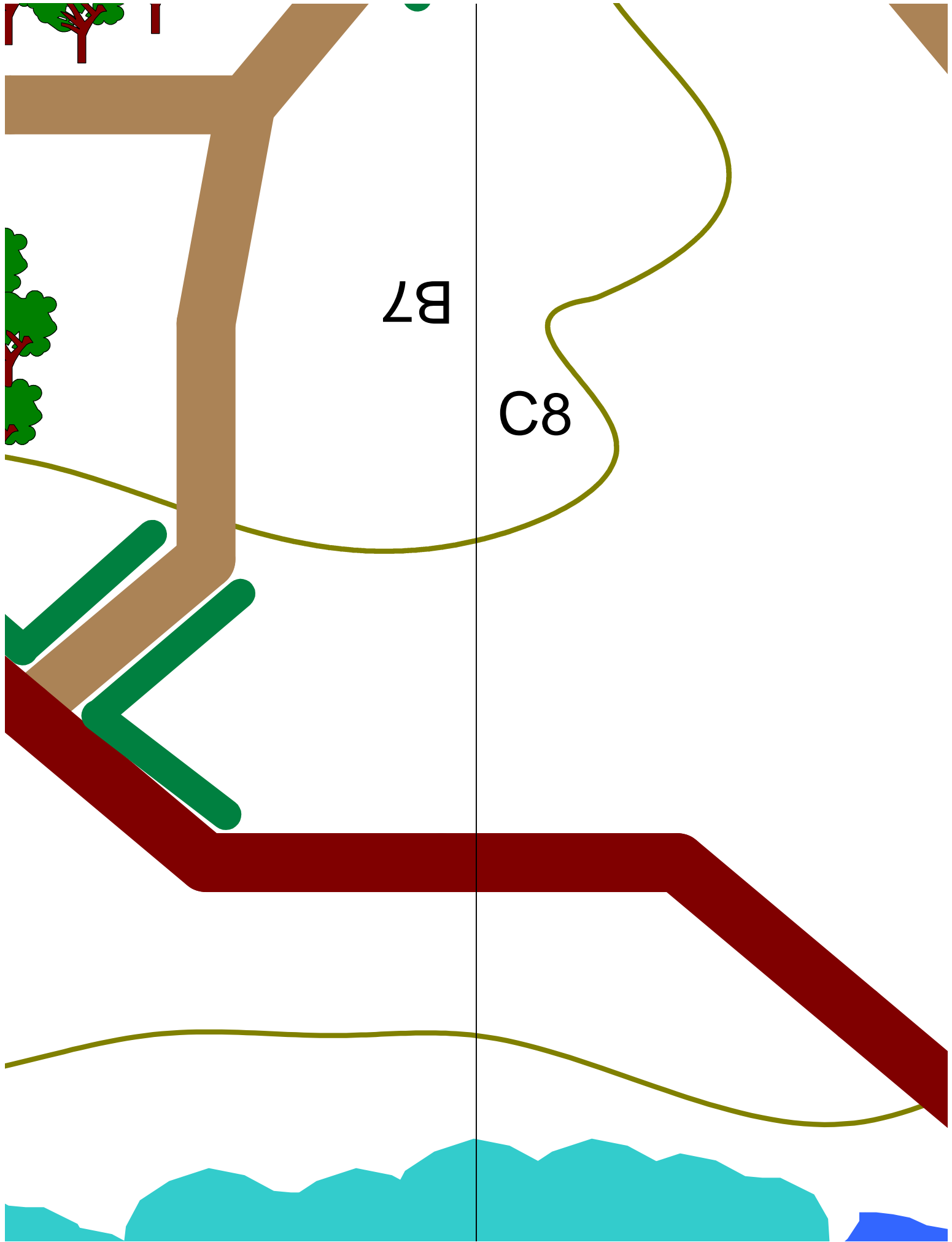
C6



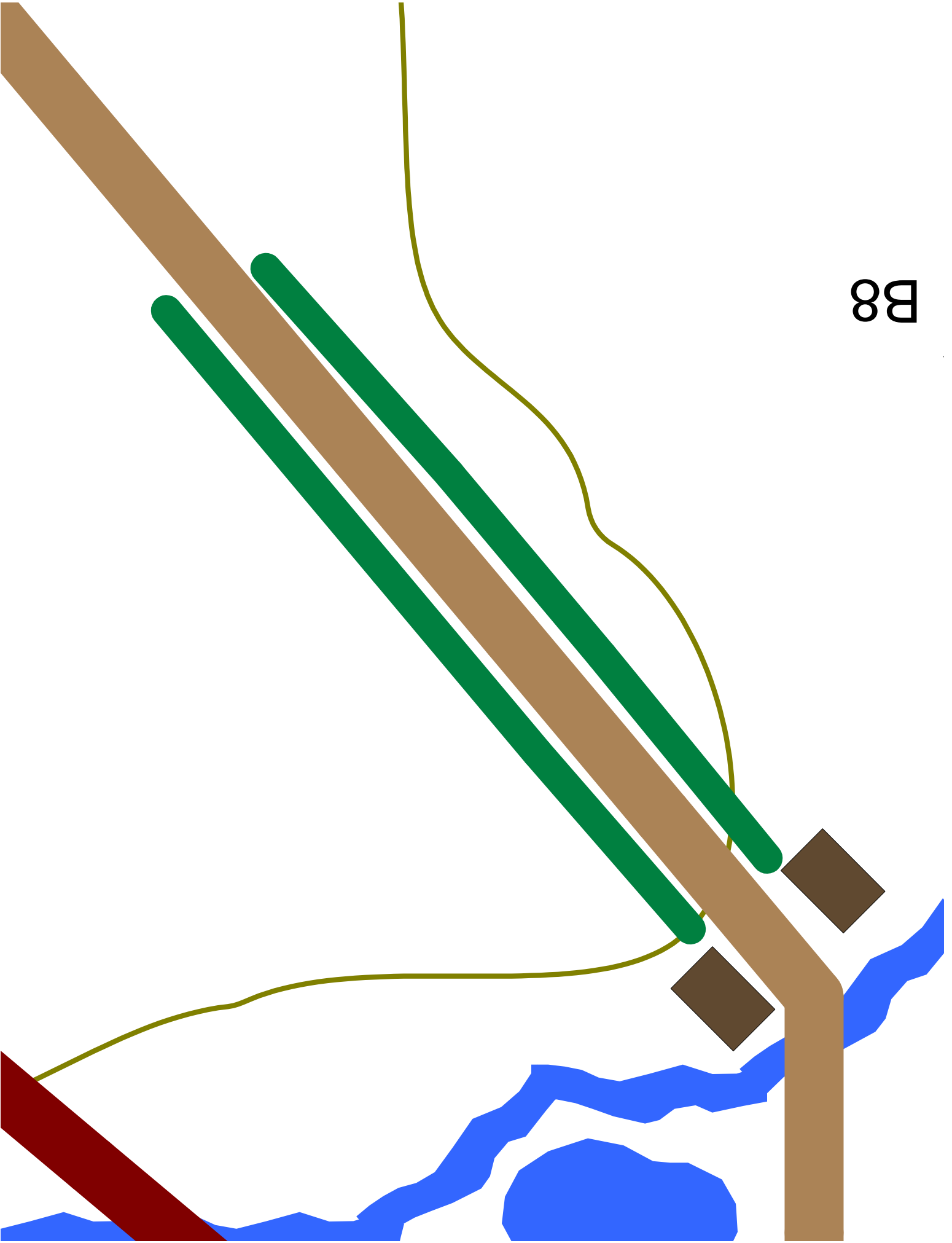
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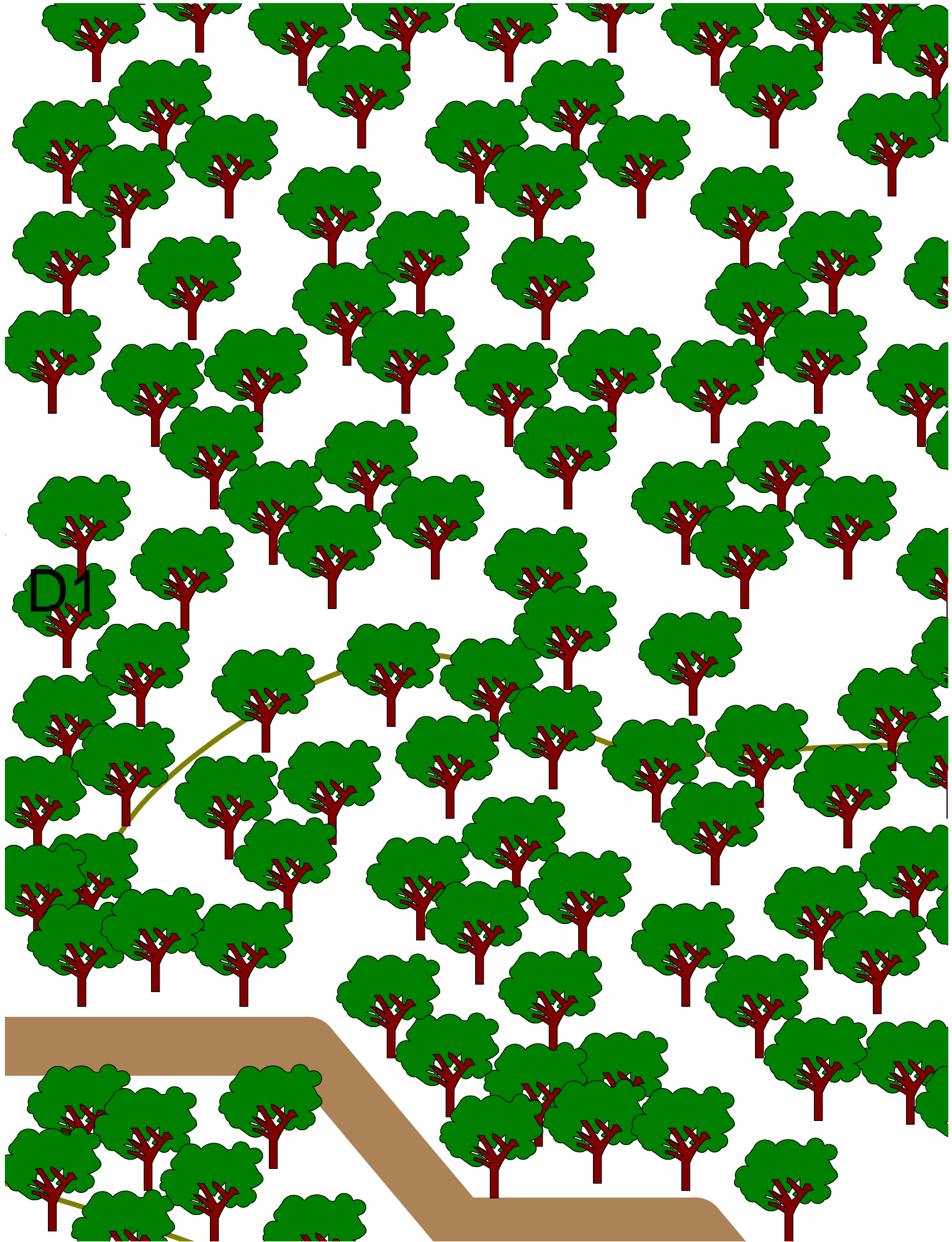


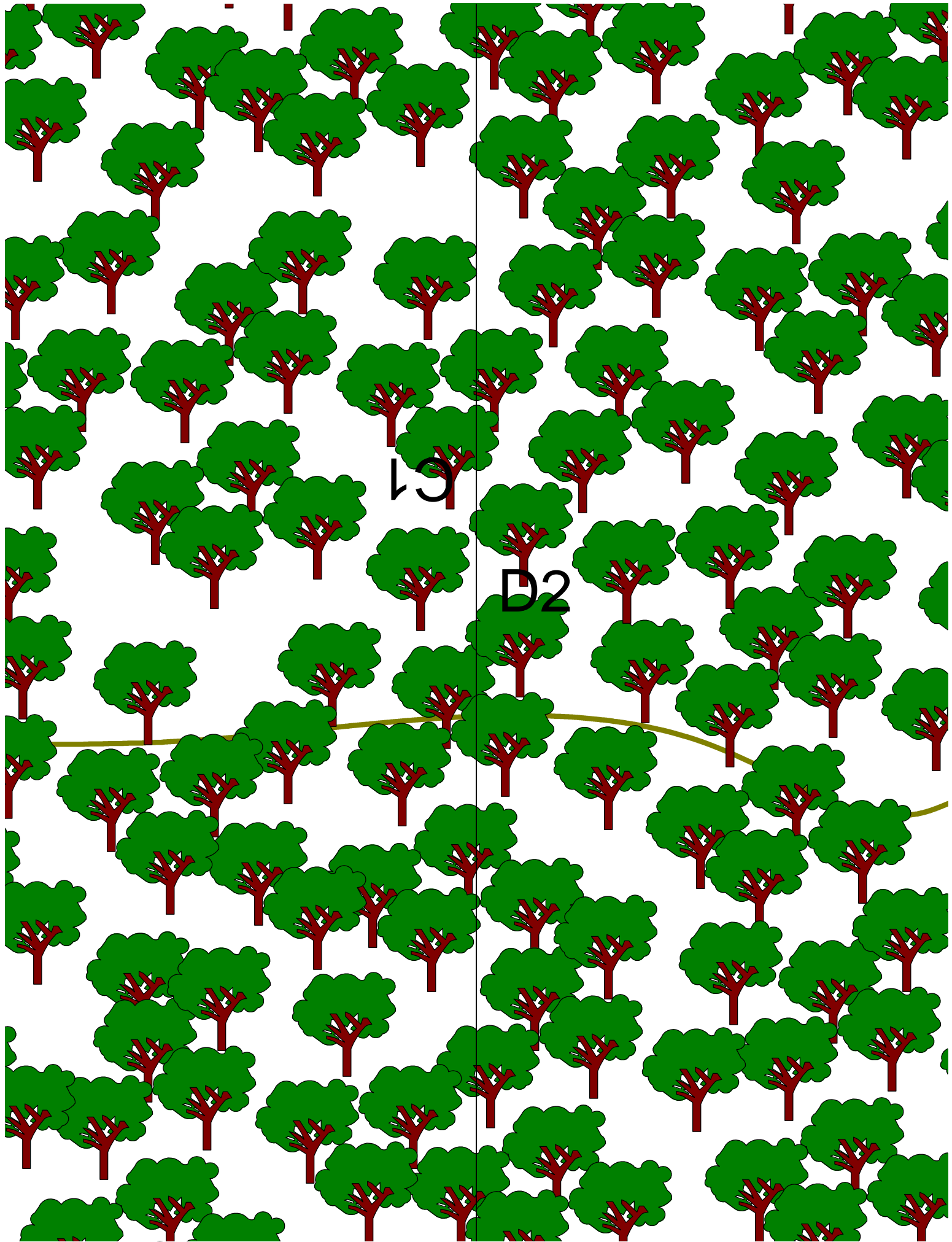


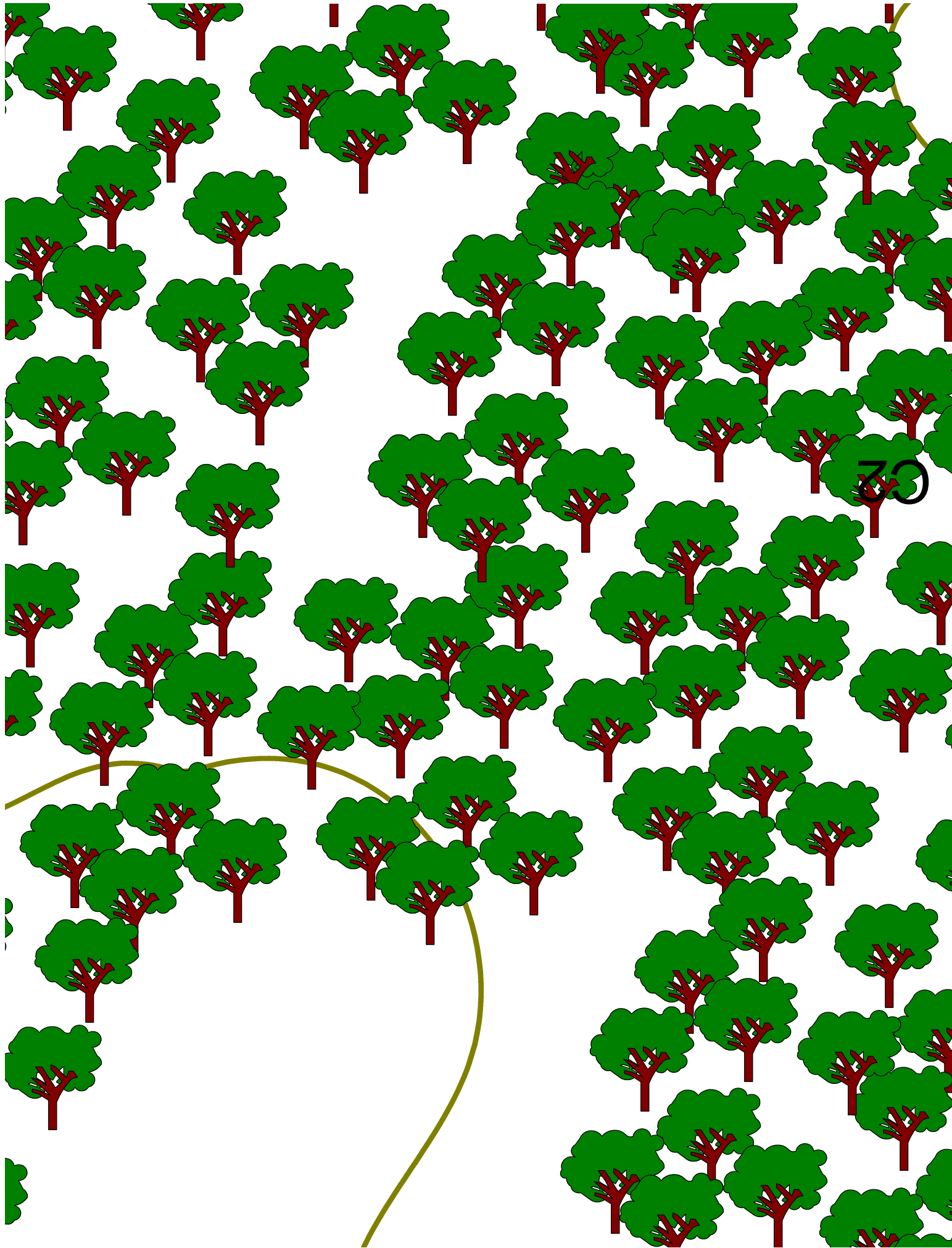


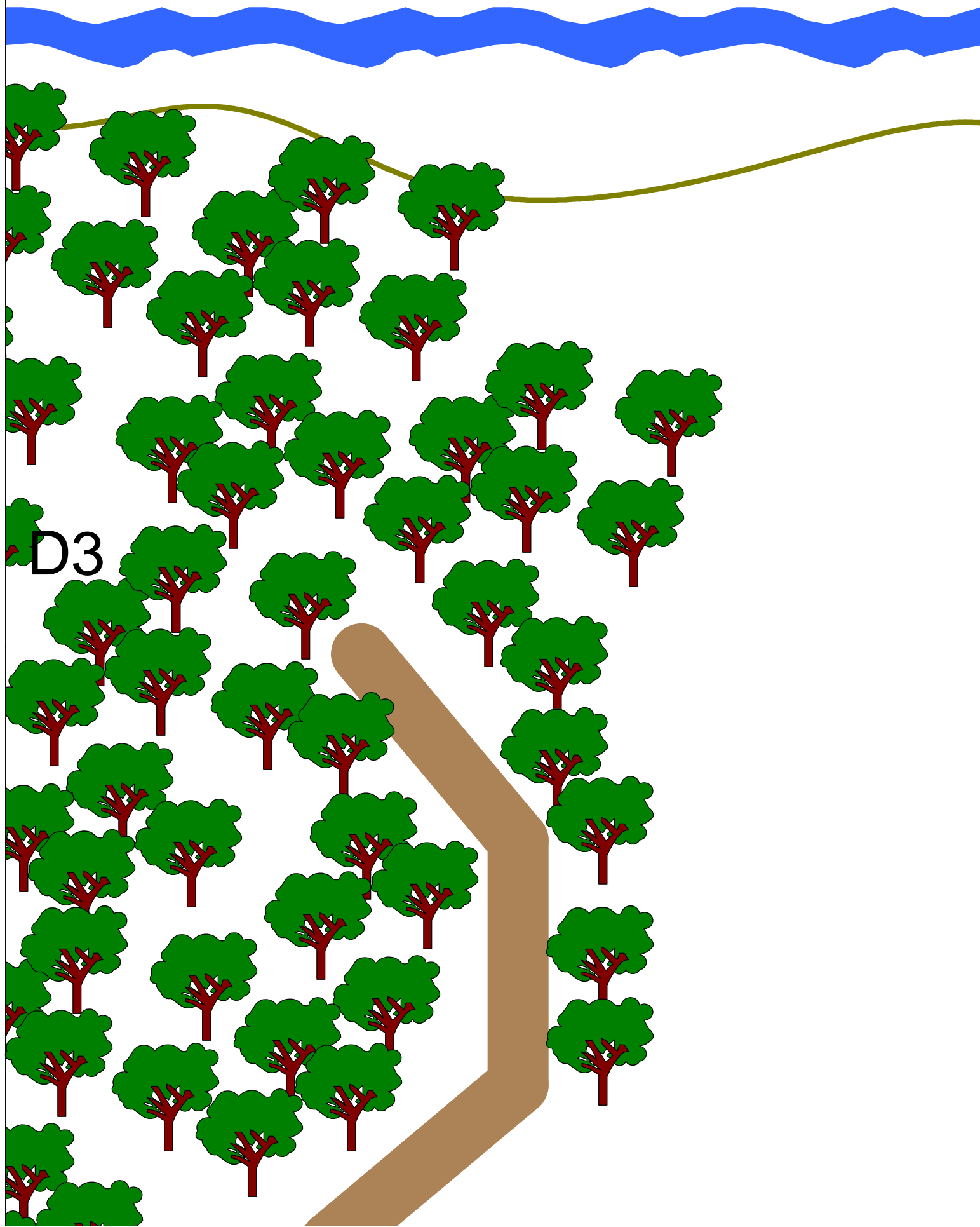
B8

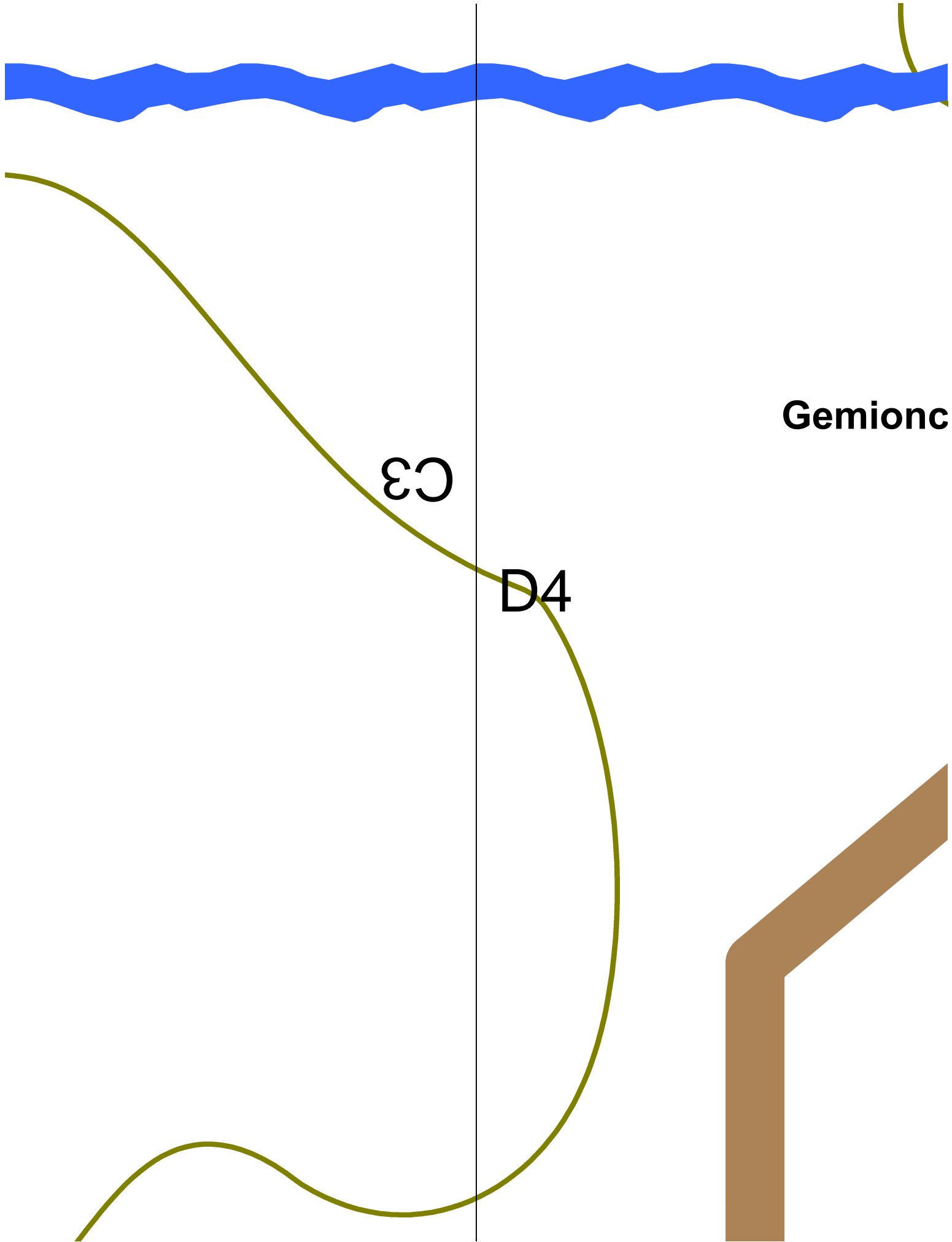








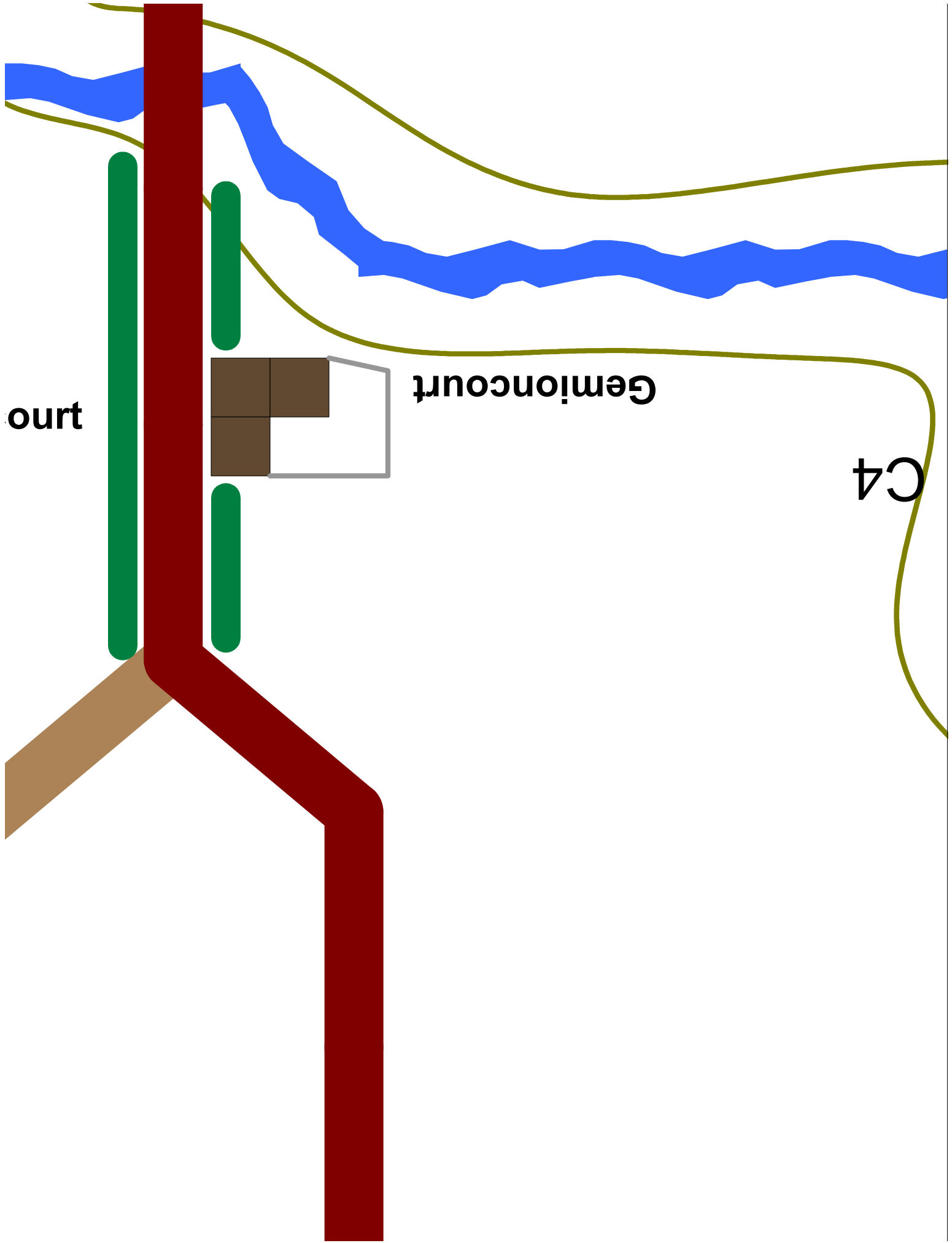


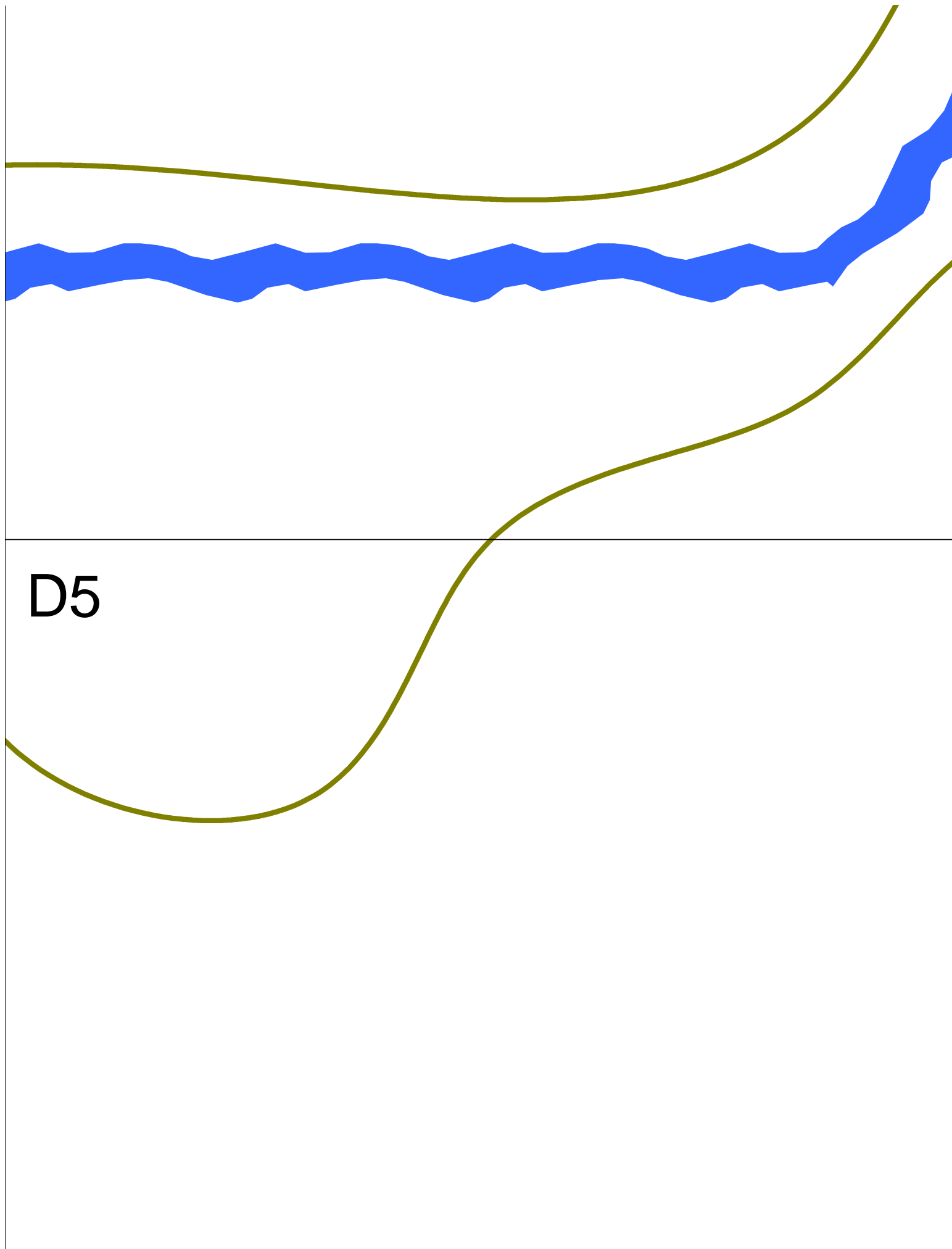


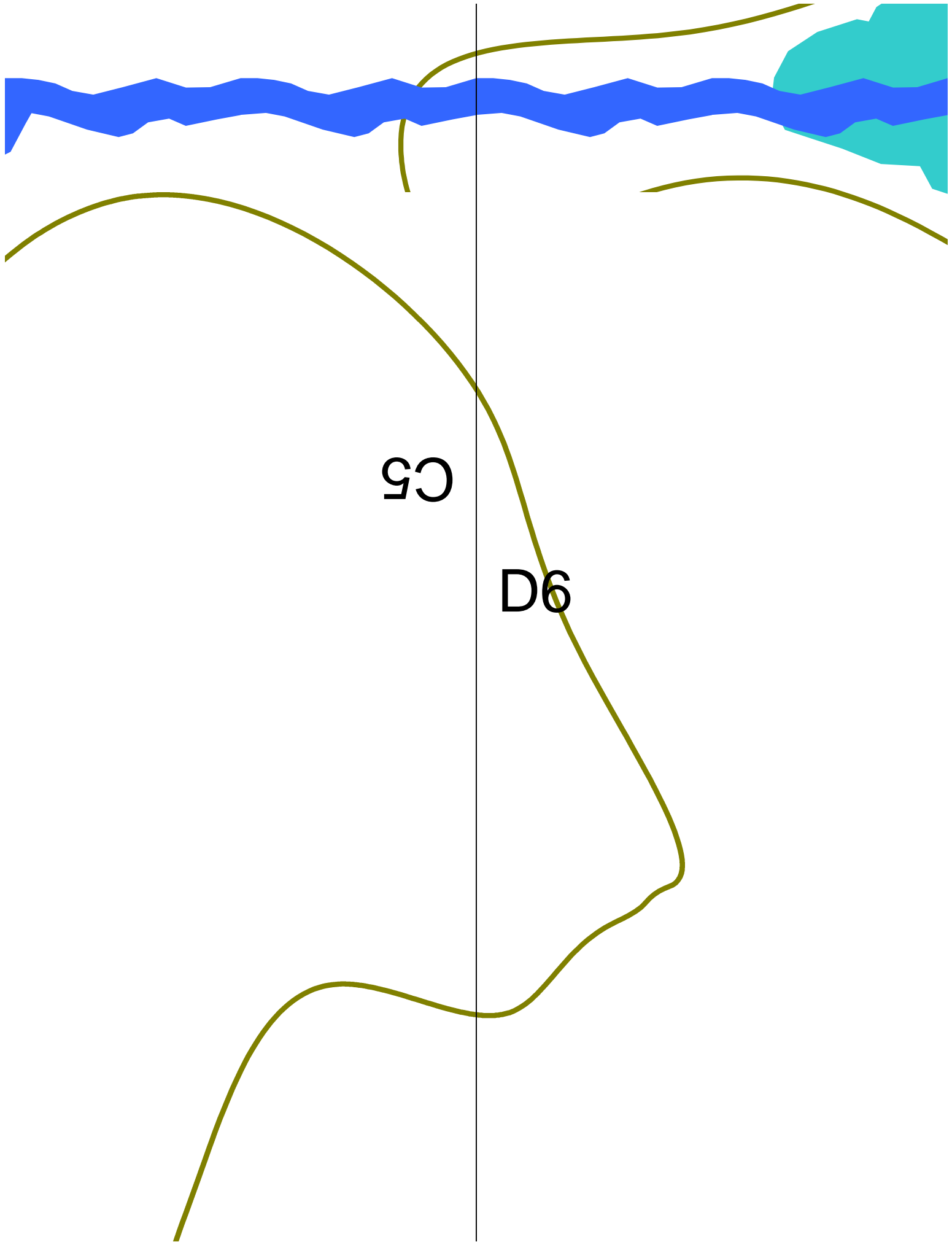
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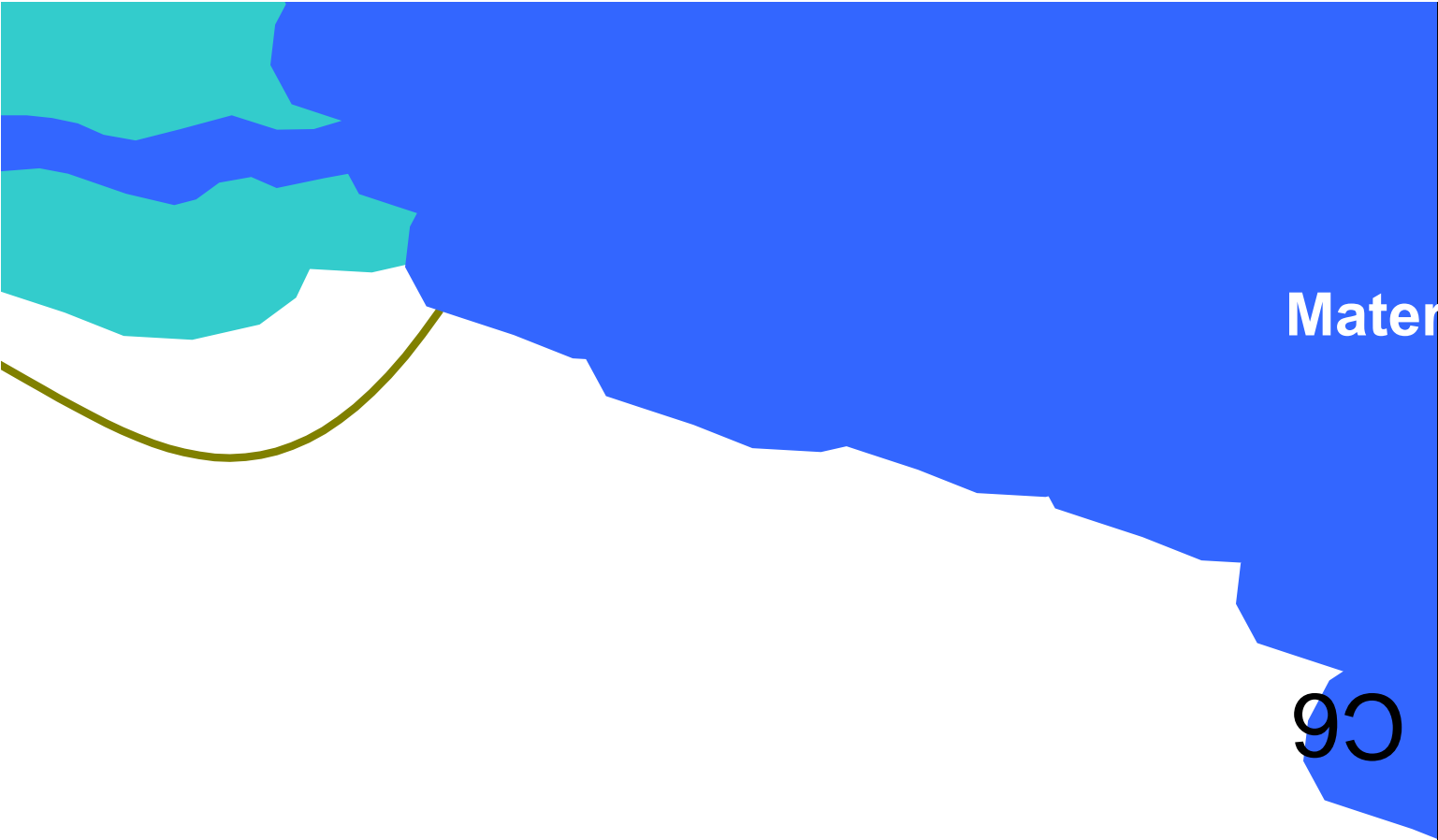
D4

Gemionc





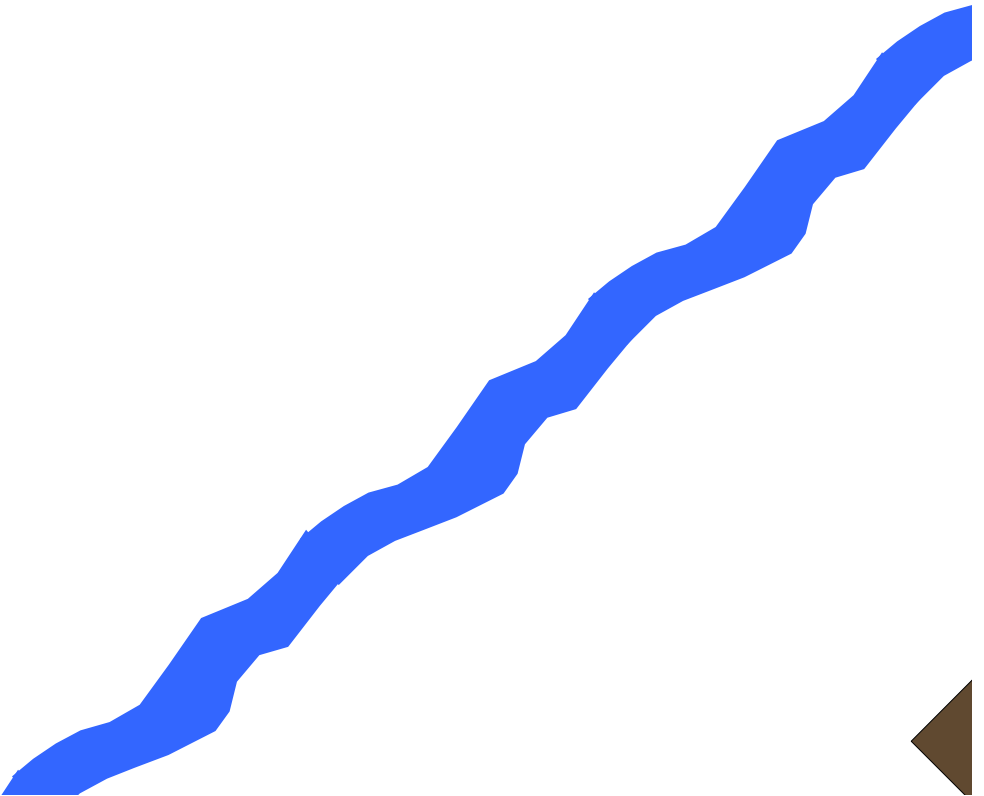


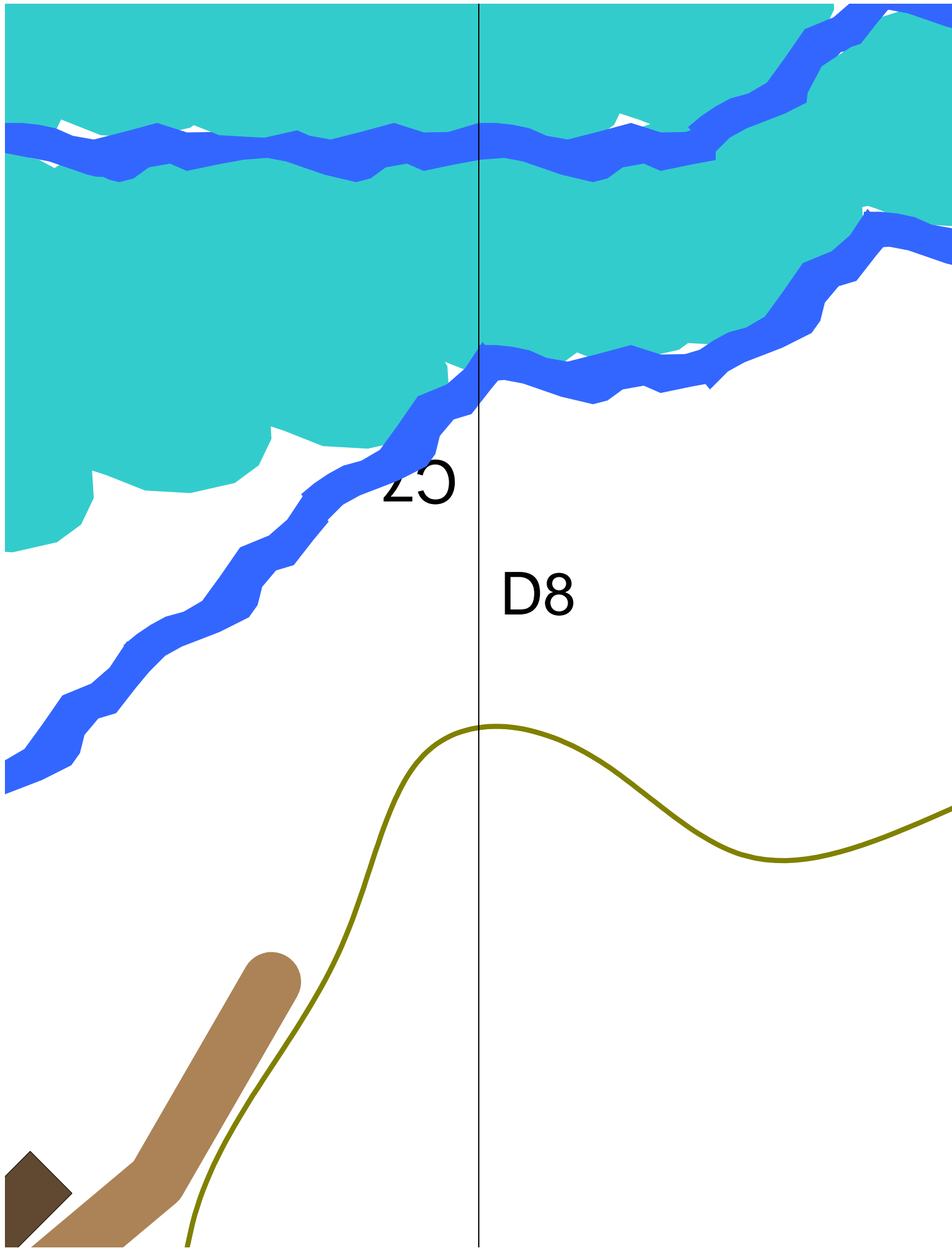


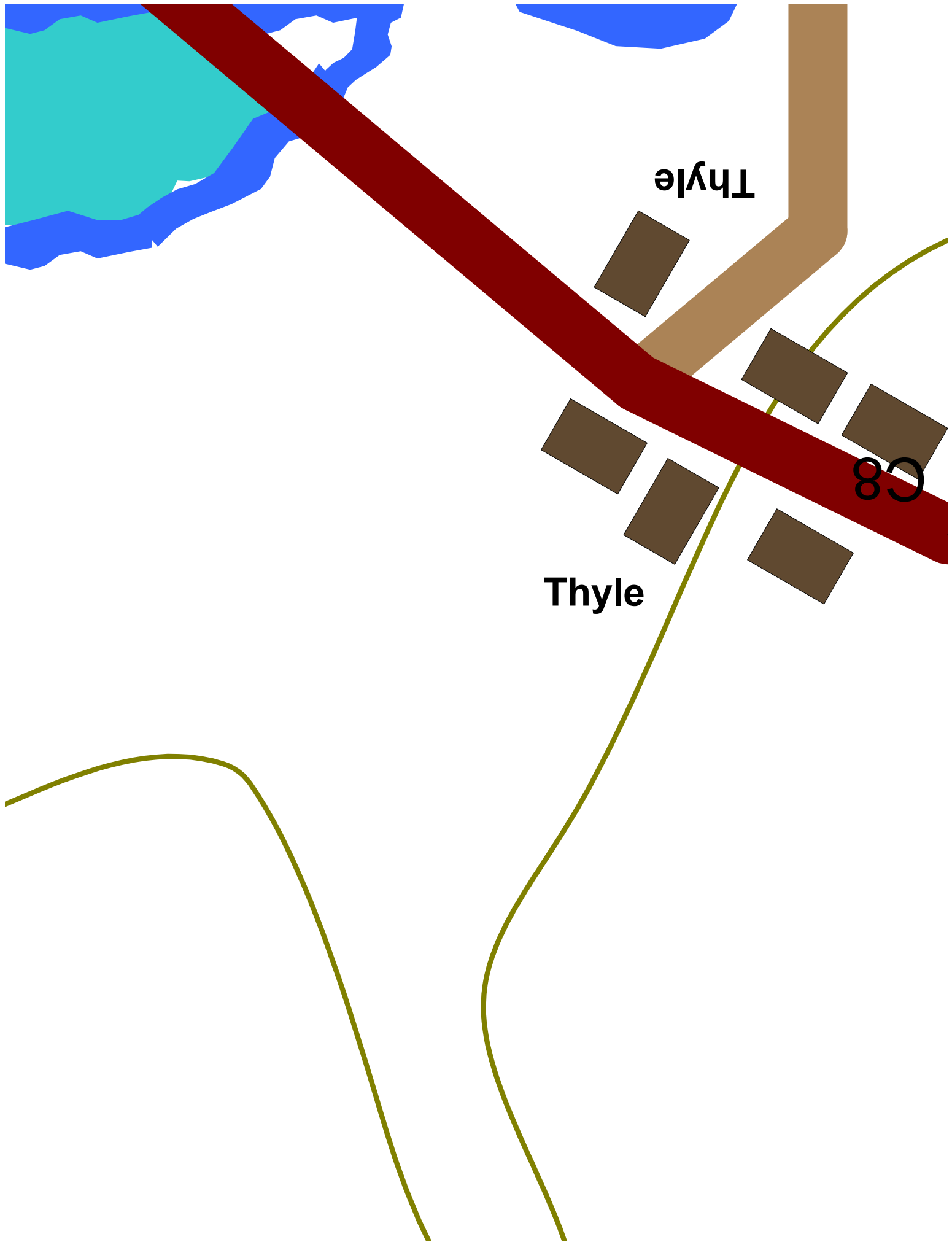
Matérne Pond

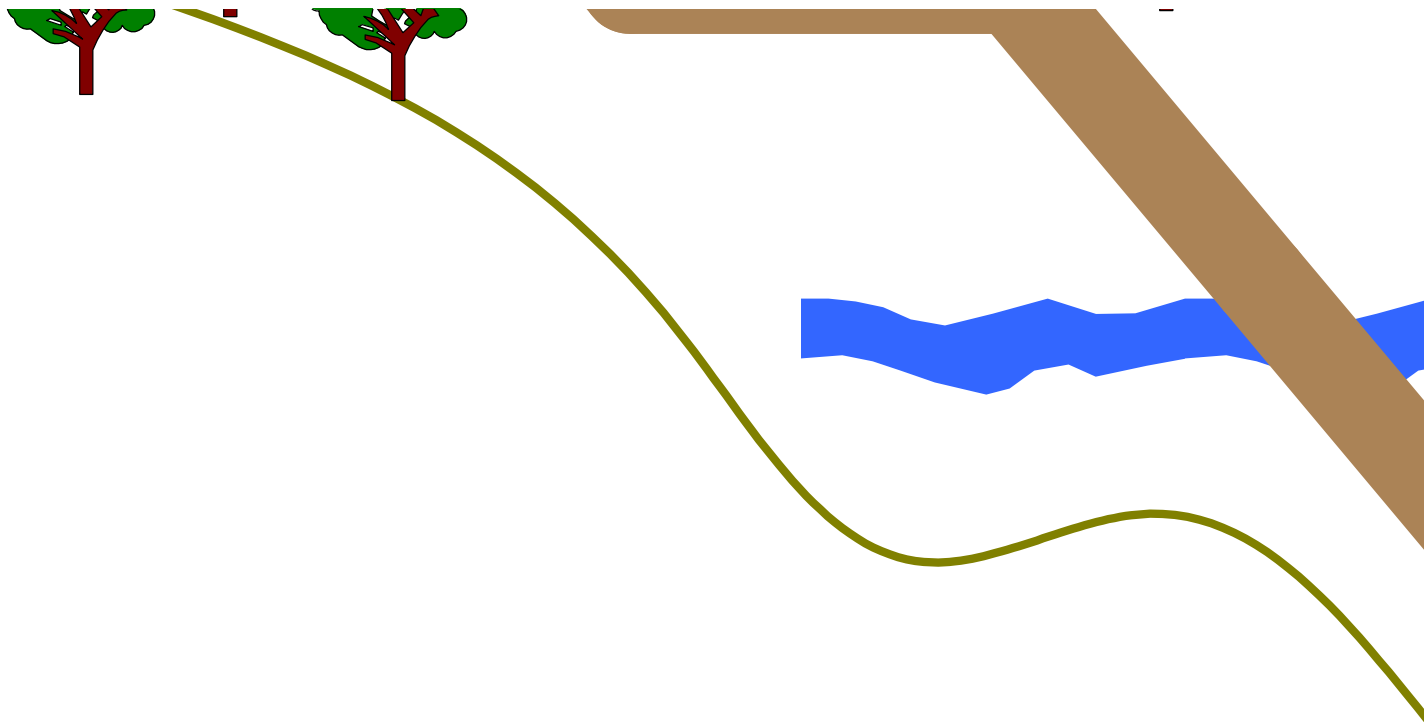
ne Pond

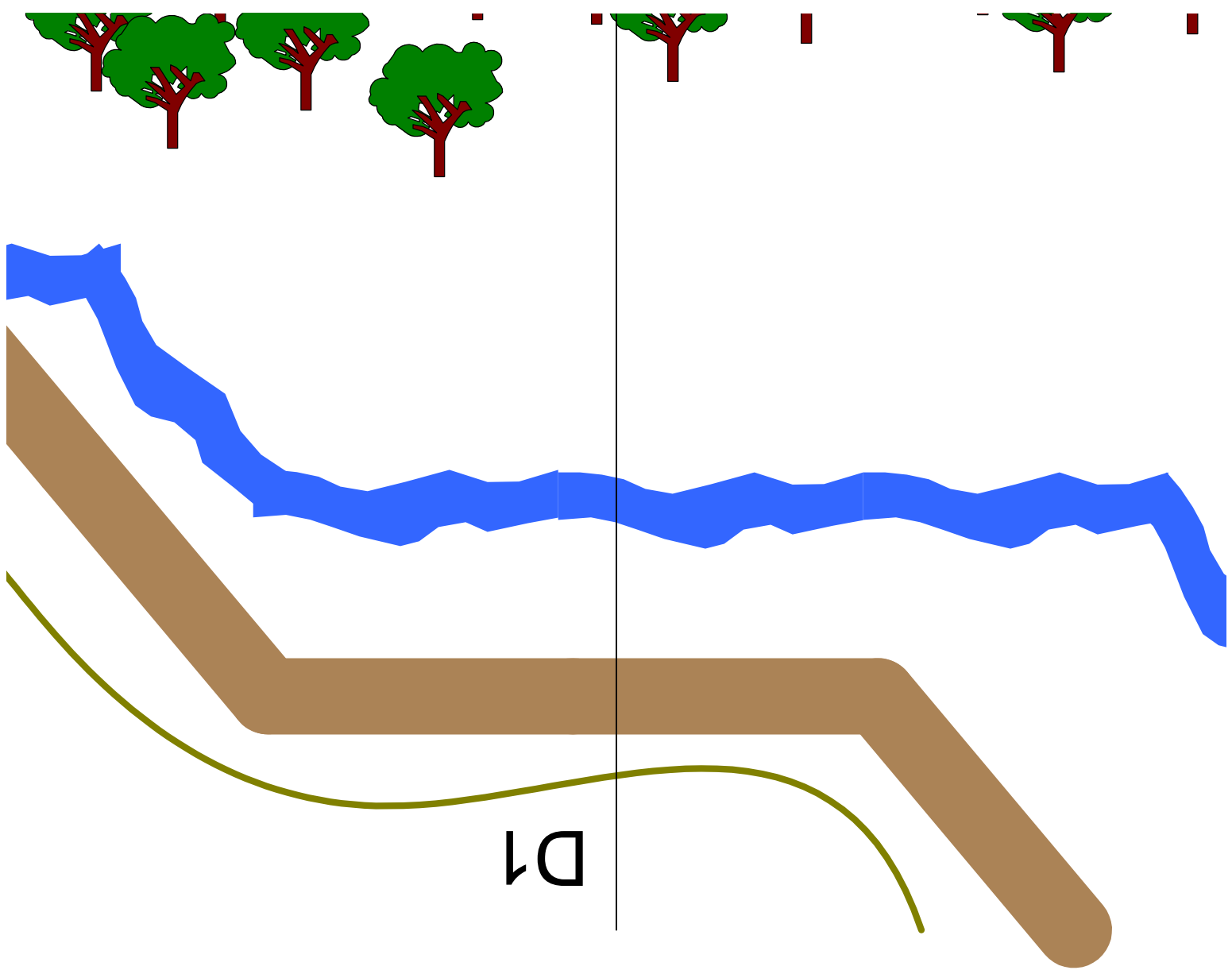
D7

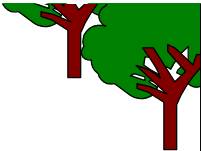










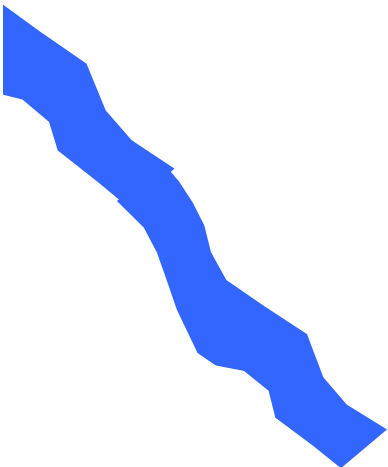


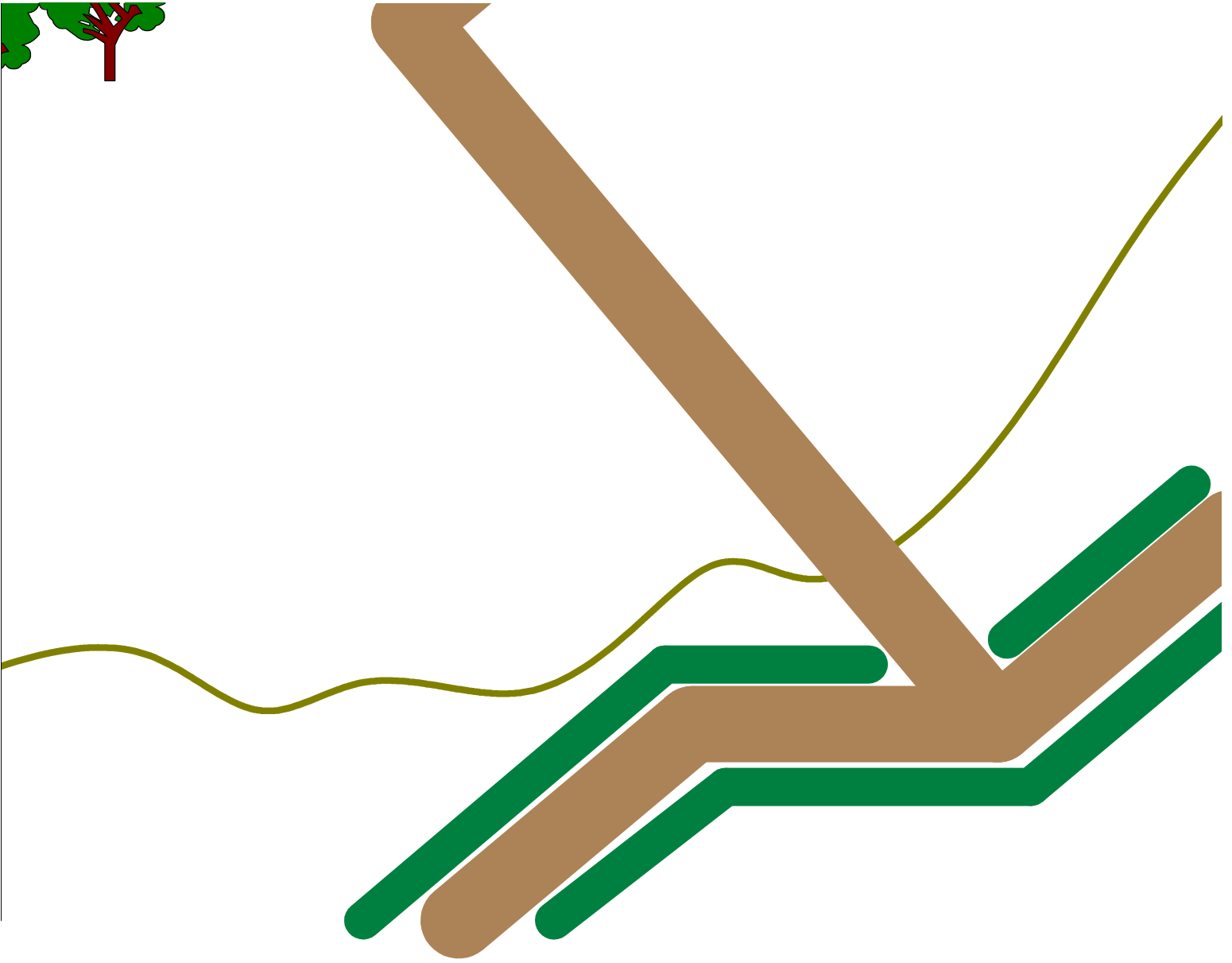
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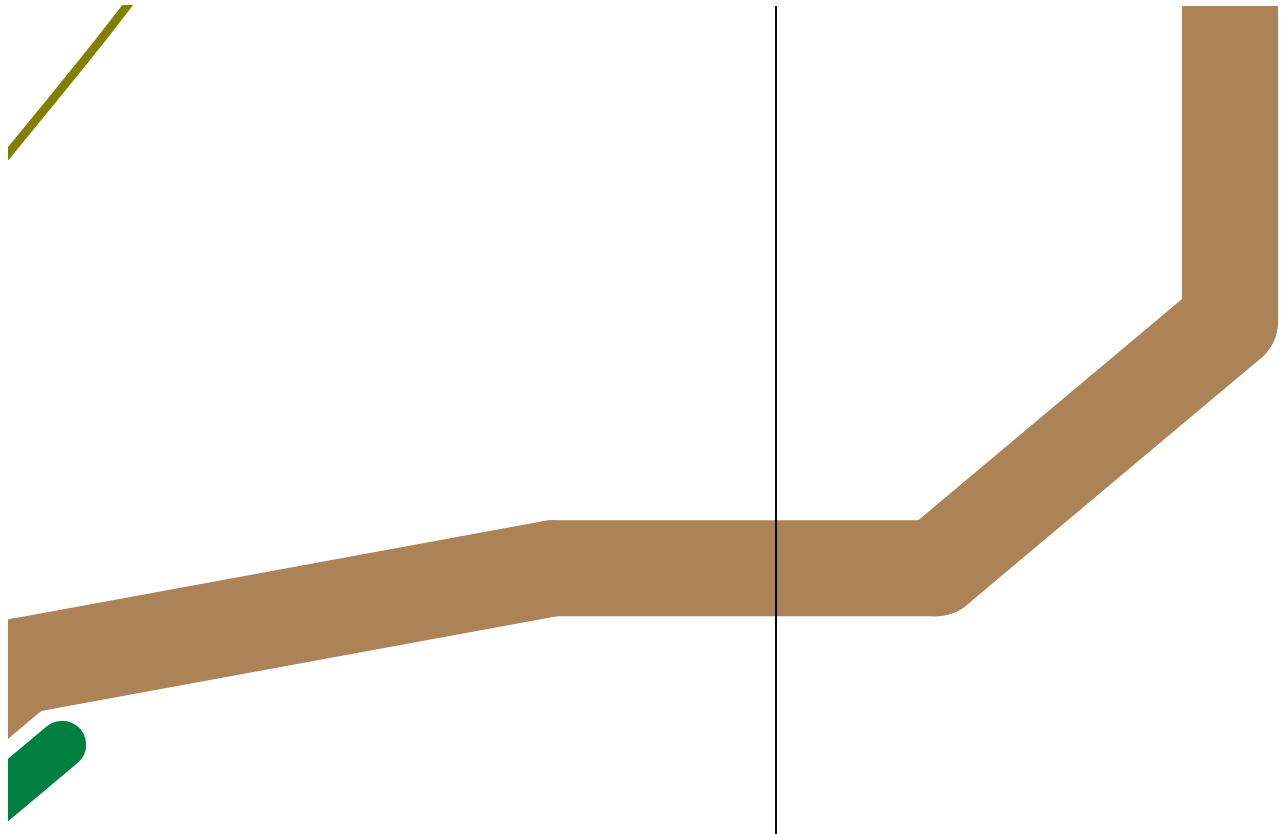


D2

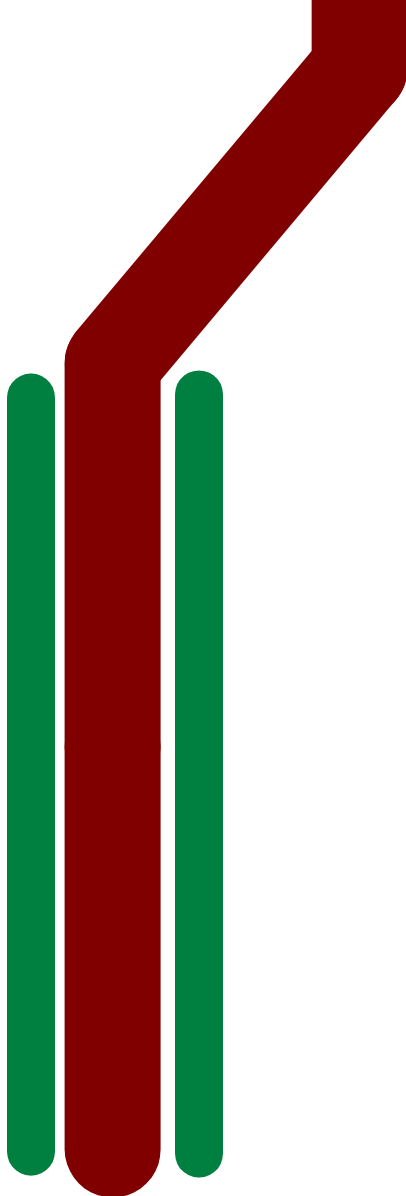


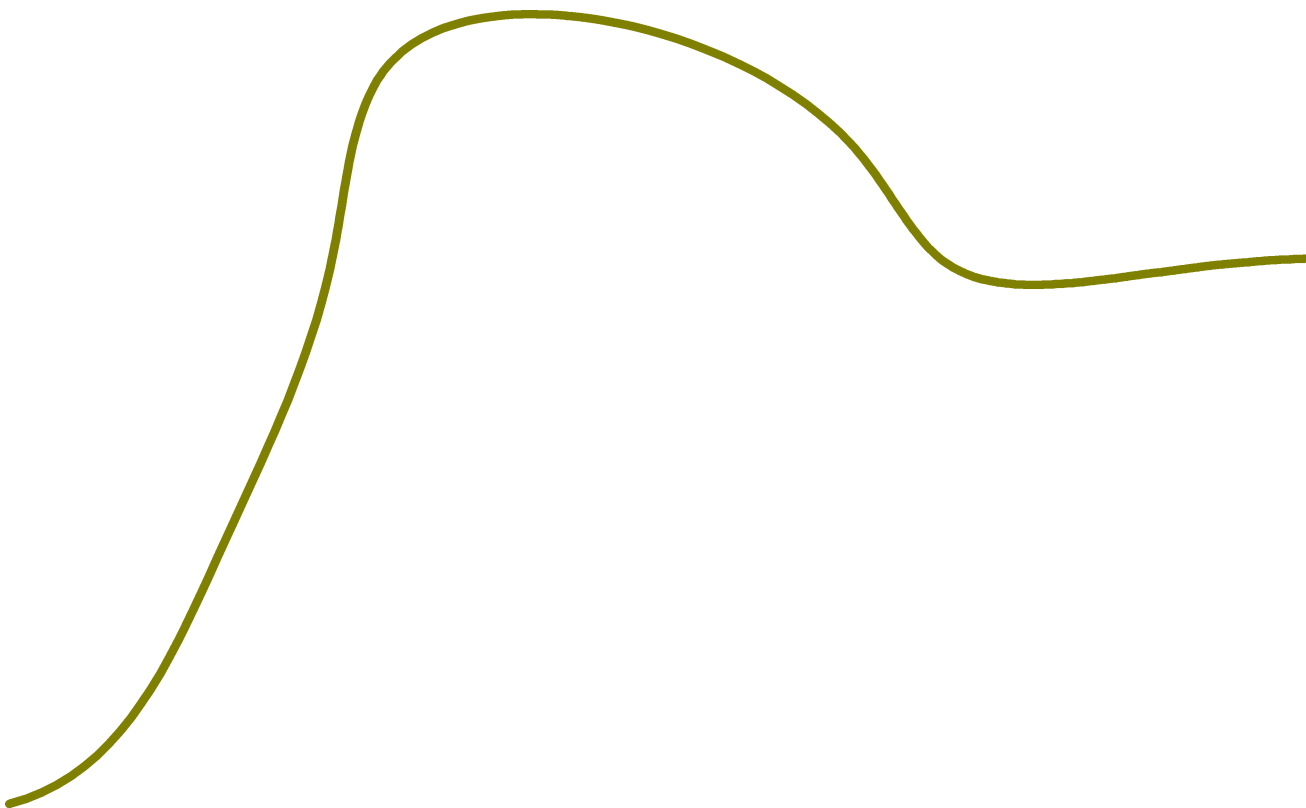


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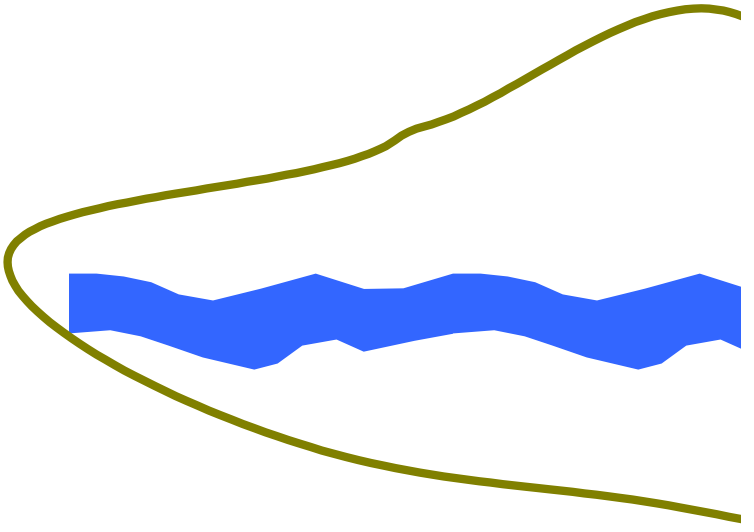


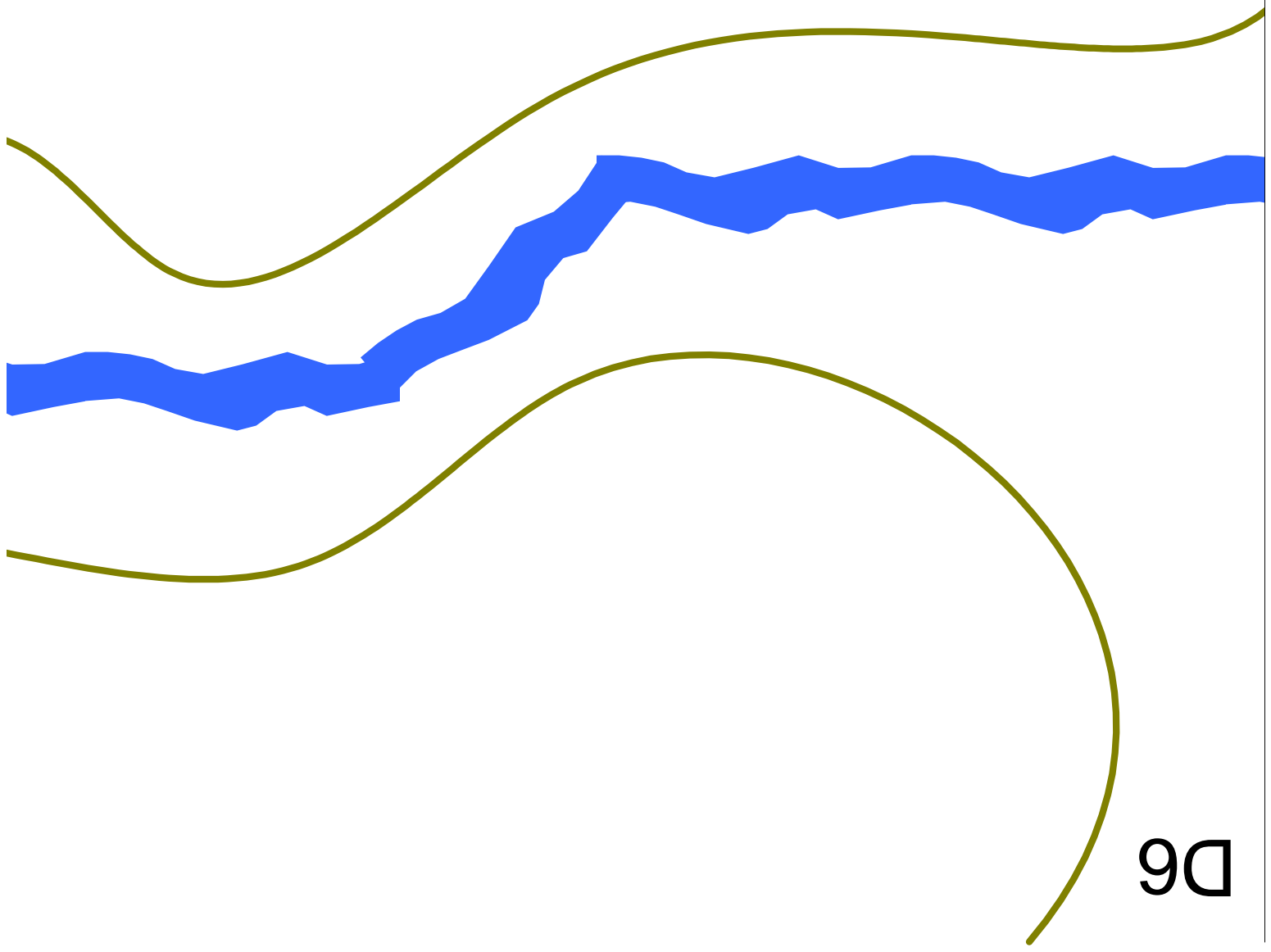
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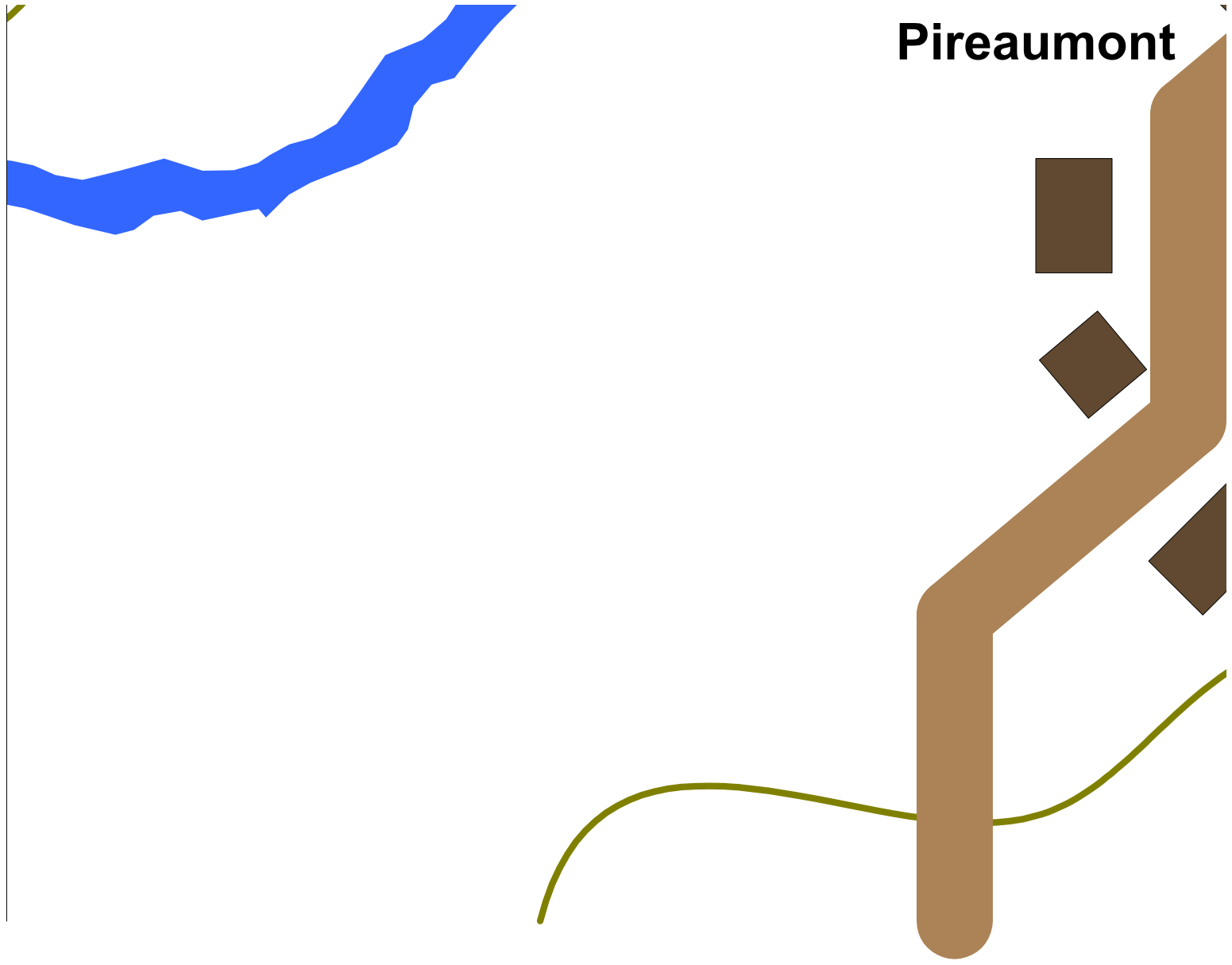


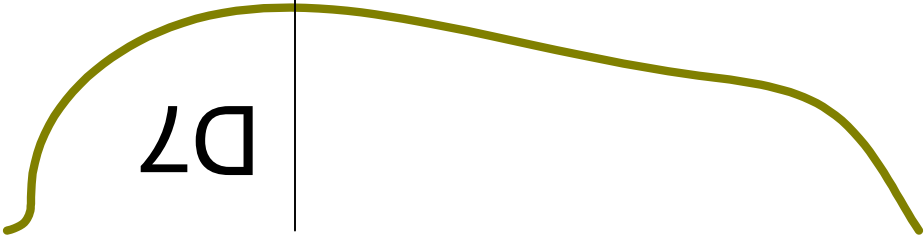
D5



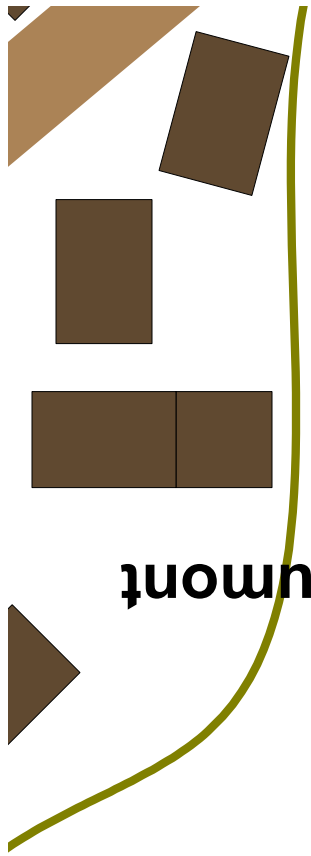


Pireaumont

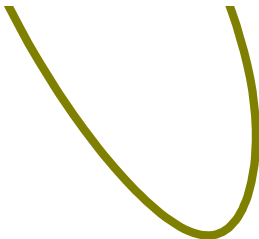




D7



Pireaumont



D8